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COMPUTER +VIDEO GAMES

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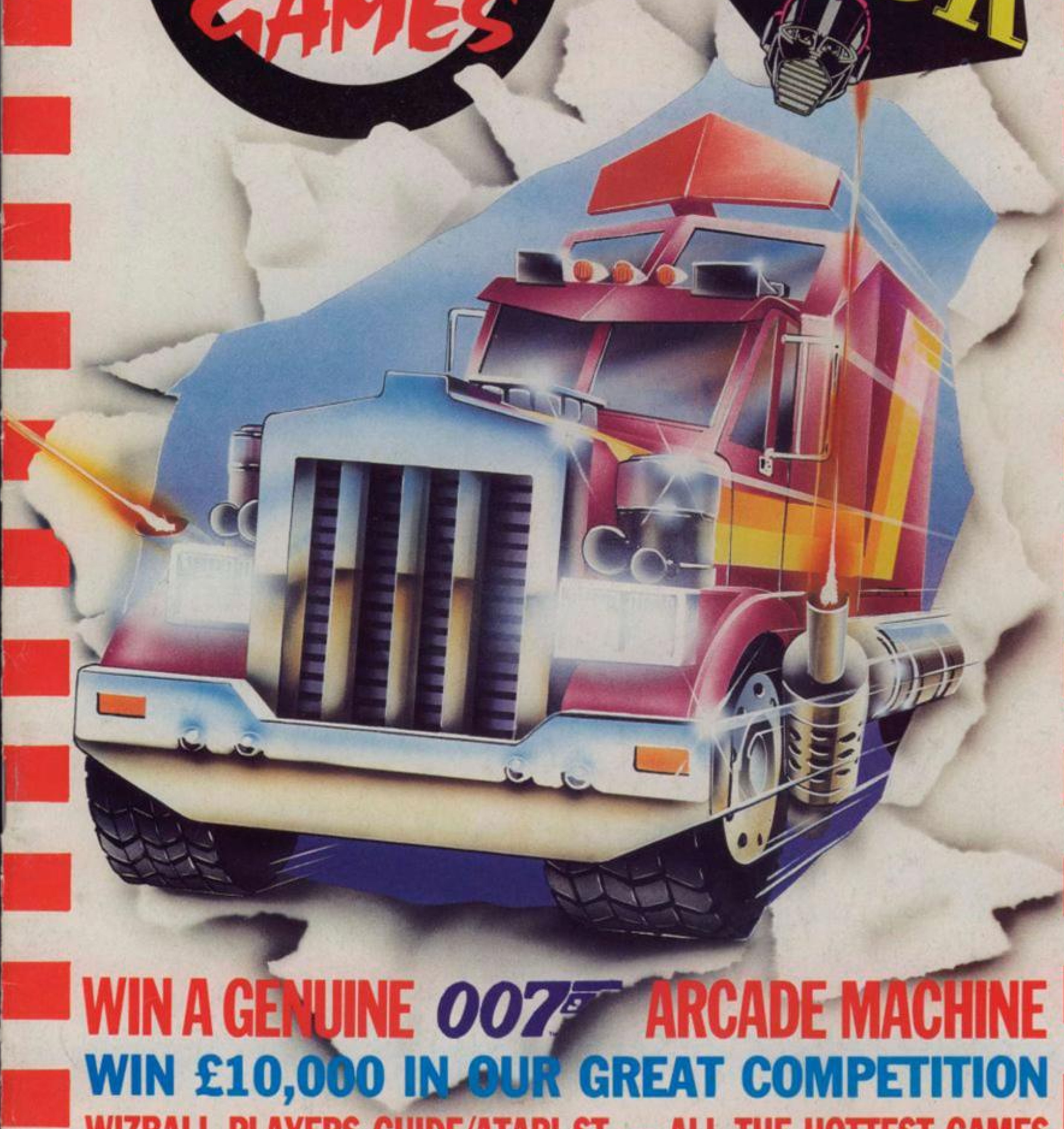

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WIZBALL PLAYERS GUIDE/ATARI ST — ALL THE HOTTEST GAMES

MAG MAX, WONDER BOY, QUARTET, SLAP FIGHT, EXOLON REVIEWED

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TM
HEAD OVER HEELS

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FROM THE AUTHOR OF *SHOGUN*, JAMES CLAVELL, COMES *TAI-PAN* AND A TERRIFIC NEW GAME PACKED WITH ACTION AND STUNNING GRAPHICS. *TAI-PAN* IS THE EXCITING STORY OF A MAN AND AN ISLAND. BECOME DIRK STRUAN – A PIRATE, A SMUGGLER, A MANIPULATOR OF MEN ACHIEVING RICHES BEYOND IMAGINATION. ENTER A WORLD OF BLOOD, SIN, TREACHERY, CONSPIRACY AND MURDER – A GAME OF GRAND ENTERTAINMENT!

AUTHORS OF NO. 1 BLOCKBUSTER, *BATMAN*, PRESENT '*HEAD OVER HEELS*' – HI! MY NAME'S MR. HEAD. SOME SAY I'M THE ONE WITH THE BRAINS BUT I DON'T THINK MY FLAT FOOTED FRIEND WOULD AGREE. I'M A REAL SHARP SHOOTER, BUT WITHOUT MY PAL MR. HEELS I'D GET NOWHERE FAST ...OR SLOW! I CAN JUMP LIKE A FLEA AND EVEN GLIDE BUT HEELS IS THE DALEY THOMPSON OF THE TWO OF US – HE'S FAST! TOGETHER, IF WE CAN FIND EACH OTHER, WE REALLY DO MAKE AN AWESOME TWOSOME, AND THAT'S THE ONLY WAY WE CAN OVERCOME THE EMPEROR BLACKTOOTH.

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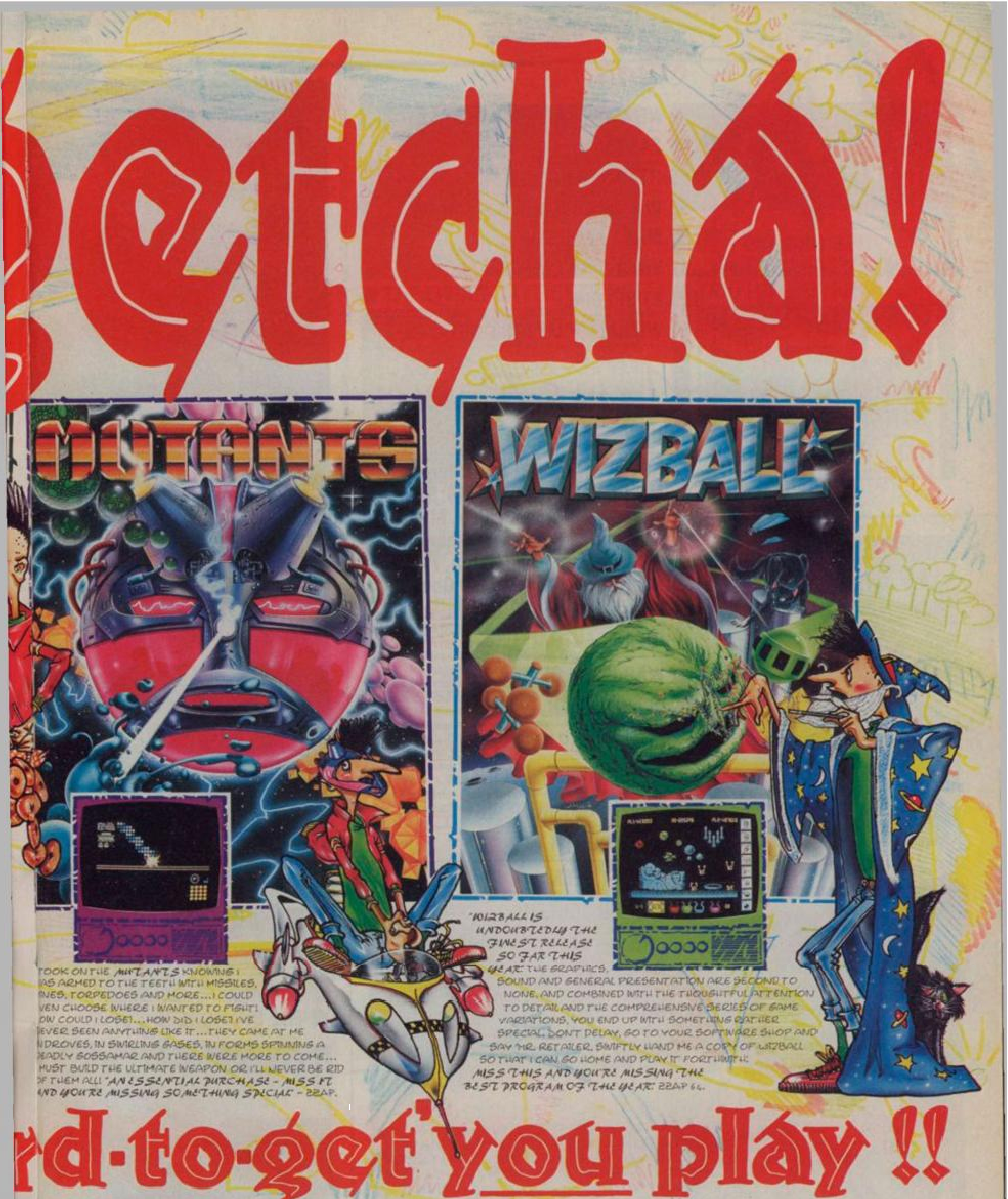
etcha!
MUTANTS
WIZBALL
rd-to-get you play !!

TOOK ON THE *MUTANTS* KNOWING I
AS ARMED TO THE TEETH WITH MISSILES,
NES, TORPEDOES AND MORE... I COULD
VEN CHOOSE WHERE I WANTED TO FIGHT!
OW COULD I LOSE?... HOW DID I LOSE! I'VE
EVER SEEN ANYTHING LIKE IT... THEY CAME AT ME
DROVES, IN SWIRLING GASES, IN FORMS SPINNING A
EADLY GOSSAMAR AND THERE WERE MORE TO COME...
MUST BUILD THE ULTIMATE WEAPON OR I'LL NEVER BE RID
F THEM ALL! *"AN ESSENTIAL PURCHASE - MISS IT
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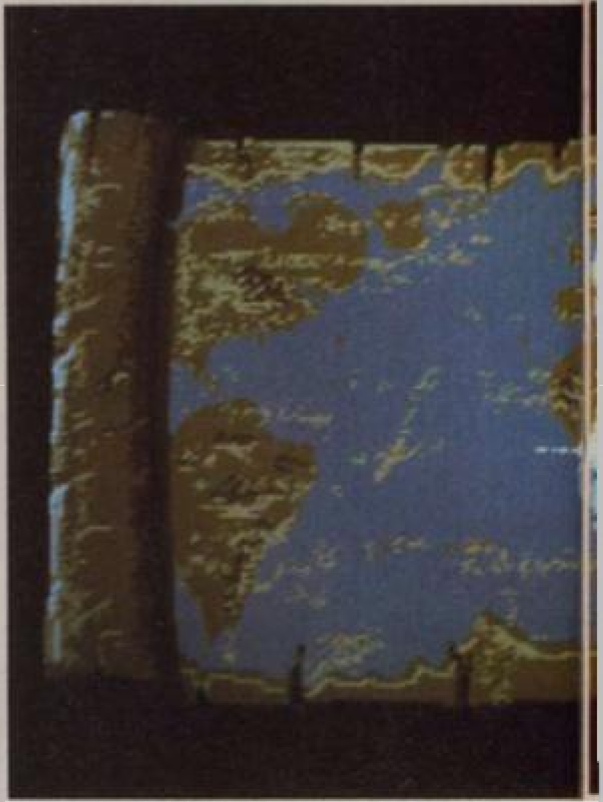


● ANCIENT MARINER/P107

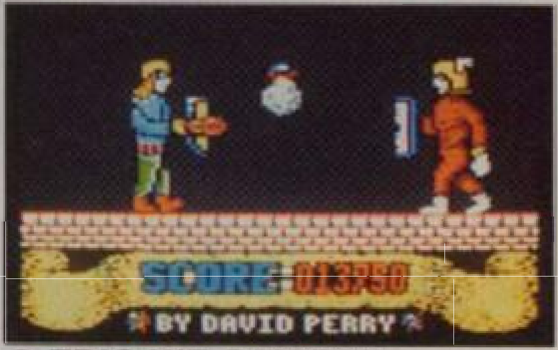
● THE BIG SCREEN/P97

YOU ARE BEFORE A BRIDGE

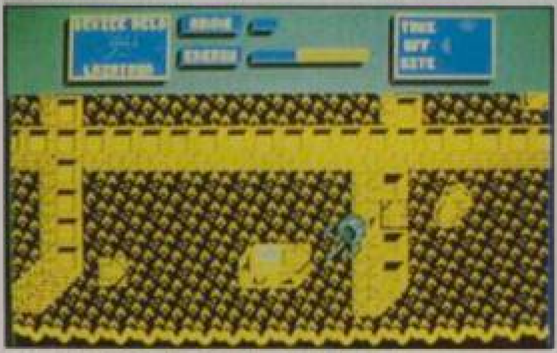
● ADVENTURELAND/P78

WALTHER PPK

● THE LIVING DAYLIGHTS/P14


SCORE 013250
BY DAVID PERRY

● TRIO HIT-PAK/P38



● FINAL MATRIX/P38

SHIP
SIDBEARD
FORCE: 32 MEN
35 MEN
MORALE: ANGRY
FIRM

● PIRATES/P107

Inside Story

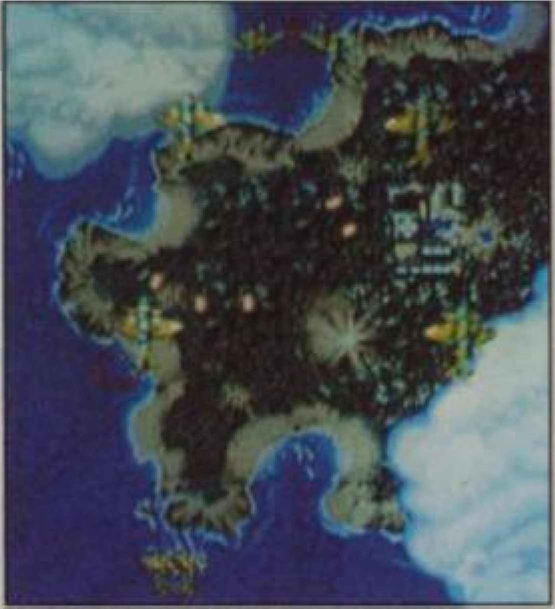
What secrets hide behind MASK? Don't rely on face value. This issue un-masks MASK to expose the secrets of Gremlin's latest. Miss it and you'll be spitting VENOM. The secrets of James Bond and The Living Daylights are also exposed as well as the chance to win the Bond Arcade Machine. How can you get your hands on £10,000? Design a great game, that's how with Prism's mega money competition. Don't let money slip through your fingers. Join us for a flight into fantasy, a new feature which is beyond imagination. Read our magic Wizball Players Guide, join us at the movies and enjoy for another Atari ST Special. Convinced? Thought you would be.

Tim

● ATARI ST SPECIAL/P100

SCORE: 00
KM:6 BEASTS: 5

● GOSSIPING CAMELS/P122

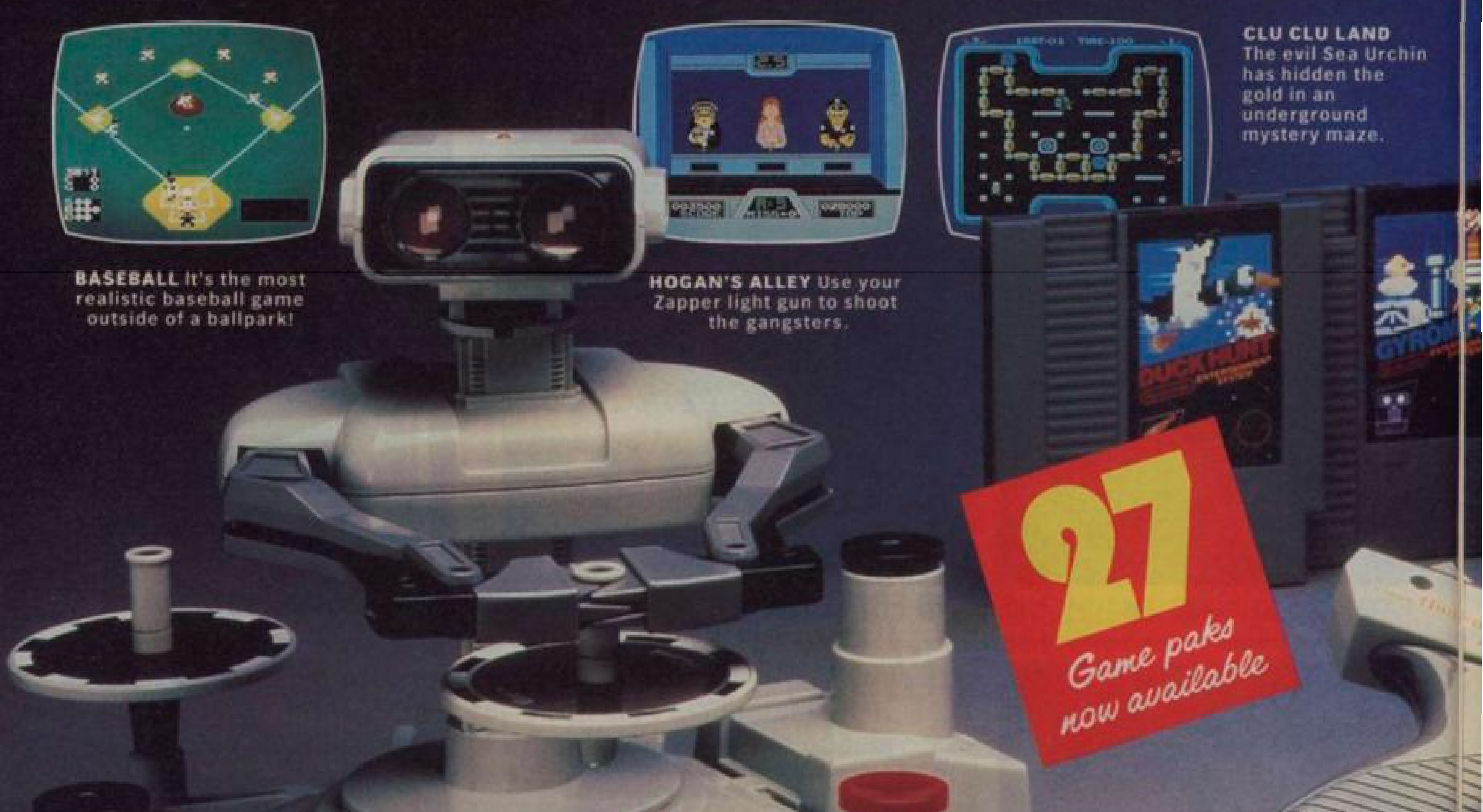


● ARCADE ACTION/P110

● MEGA MONEY/P114

● MASK PREVIEW/P88

JAPAN has a word for the



CLU CLU LAND The evil Sea Urchin has hidden the gold in an underground mystery maze.

BASEBALL It's the most realistic baseball game outside of a ballpark!

HOGAN'S ALLEY Use your Zapper light gun to shoot the gangsters.

DUCK HUNT There's a duck in the air! You've only got three shots to bag this duck. And if you miss, even your dog laughs at you in this fast-action Zapper Gun game.

GYROMITE You've got to keep R.O.B.'s gyroscope spinning to help a mad scientist de-activate the dynamite in his laboratory in order to play this action-packed game!

GOLF Choose your clubs. Control your swings. Select the angle of every shot. It's Nintendo GOLF and there's not a video golf game on par with it anywhere!

For the first time in the UK direct from Japan comes Nintendo, the home entertainment system with genuine arcade-quality graphics. Nintendo make 2 out of 3 of all the world's coin-op arcade machines, so they know what they're doing. And already, in Japan 9½ million homes have a Nintendo home entertainment system.

Now you can enjoy the amazing 52 colour 3-D graphics of Nintendo. (On most home computers, you've been lucky to get 16 colours until now!) Nintendo's superb graphics give the games a convincing true 3-D feel with actual shadows which add depth to the characters.

Already there are 27 Nintendo Game Paks available in the UK and more are being added to the software library all the time. But there's even more to Nintendo than the best games you've ever seen...

Nintendo Entertainment System

For the first time home entertainment enters a new dimension. Because when you own a Nintendo entertainment system you also get a buddy to play with, a Robotic Operating Buddy to be exact (or R.O.B. to his friends). He's your partner. Seat him next to you, send him signals from your tv screen and together you can tackle the enemy.

The Zapper Gun

Never before has there been a video gun of this calibre. The astonishing light sensitive Zapper Gun lets you shoot moving targets with pinpoint accuracy from up to 16 feet! If you think you're a sharp shooter the Zapper Gun will test your skill to the full.

Nintendo or Super Nintendo, the choice is yours.

Which set do you want? NINTENDO's superb high-quality action costs £99.00* for control deck, mains transformer, two hand controls, and one free Super Mario Bros Game Pak. DELUX NINTENDO costs £159.99* for the amazing Zapper Gun, R.O.B., and two free games, Gyromite and Duck Hunt.

ultimate video game...

Nintendo™

Nintendo
ENTERTAINMENT SYSTEM
MATTEL

Where you can buy Nintendo

Nintendo is available from the stockists featured. If you have any questions or have difficulty obtaining the product, write to HiTech Electronic Services Ltd., Unit 2B, 200 Rickmansworth Road, Watford WD1 7JS. Or 'phone: 09232 41811.

Hamleys
Jenners
Toys 'R' US
Grattans
Littlewoods Mail Order
Freemans Mail Order
Kay's Mail Order

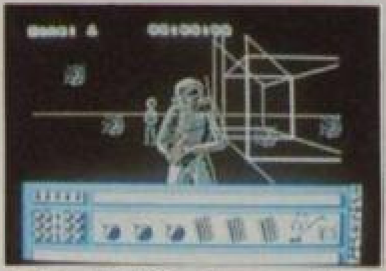
Empire Stores Mail Order
Gloucester Toy Shop
Allders Department Stores
Toy & Hobby
Argos Superstores
Telegames
Computer Magic

Arding & Hobbs
John Farnon
Willis Ludlow
Selfridges
Telebank
Harrods

See Nintendo demonstrated at Harrods, or at Selfridges computer department, Oxford Street, August 3rd – 8th, and Hamleys of Regent Street, London, August 10th – 15th.

*Recommended retail price

News

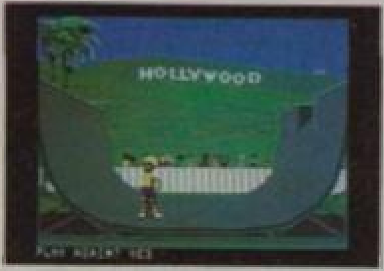


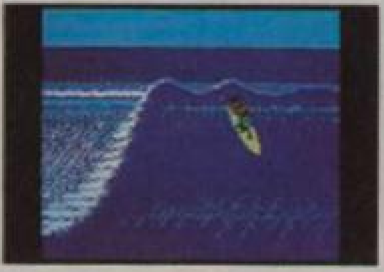
■ Zounds! A 3D vector graphic arcade adventure from Martech! **Catch 23** puts you on the spot as a futuristic mercenary out to steal plans for a revolutionary orbital interceptor code-named the CK 23

Able to take off the land like any conventional aircraft, the CK 23 can lie in wait in orbit ready to blast back into the atmosphere at frightening speed, to intercept and destroy enemy missile and laser weaponry. The CK 23 test development site is the most secret and heavily guarded military complex on earth. Situated on a lonely and now deserted island, it is guarded by armed patrols, tanks, electric fencing and surveillance cameras. The island is also criss-crossed by a shuttle network which used to allow rapid transport for the now departed civilian workforce. It is your mission to explore the island and find the heart of the development complex. Once there you must steal the design of the CK 23 and then set a time delay mine in the nuclear reactor. The action takes place on a moonless night, hence you have been provided with a military image enhancer. Using advanced 3D vector graphics, with full collision detection, the player sees an accurate representation of his world as he moves within it.

Catch 23 will sell for £8.95 on cassette, with the 64C disk retailing for £12.95 and the Amstrad disk, £13.95.

■ Can you, ever ever have enough of games? Well, the Epyx folks can't, that's for sure. They've got **Summer Games, Winter Games**, and who-knows-what-else Games. Where can they turn to now to excite the players? Where can they find an entire spectrum of unusual activities? Where else, but the zany, goofball world of California, says **Marshal M. Rosenthal**. Here's **California Games!**





"Having lived in California for over 10 years, I can tell you the citizens there do some wacky things. You'd expect the sports to be a bit weird as well. Too true, but then, that's part of the charm.

"**California Games** takes place in a number of locations throughout the Golden State — Hollywood, Berkeley.

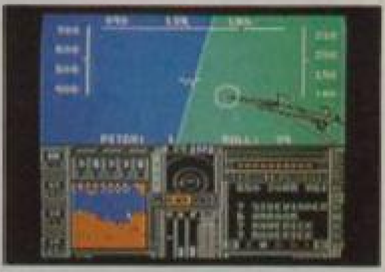
"Try surfing against a gnarly wave as the spray stings your eyes, or taking on the champs in a flying-disk tournament — we used to just call them Frisbees.

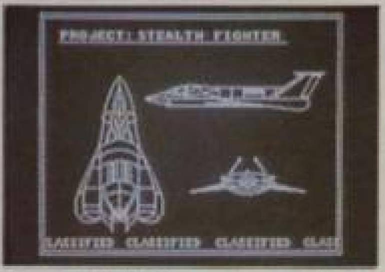
"Then there's rollerskating, footbag, even BMX bike racing.

"The half-pipe skateboard competition is a real hoot.

"Up to eight players can participate, and the joystick is used to do everything but put in your name. So invite a bunch of friends over, put on your shades, cover-up with suntan oil and hit the waves. Just be careful you don't bump your head on your 64!"

■ Here's a sneak preview of two new, hot games coming from **Micropose**. **Project: Stealth Fighter** put you in the cockpit of the top-secret "radar invisible" American jet fighter. Unlike a Cessna, this baby comes complete with a full armament of weapons for air and ground attack. But your biggest weapon is the stealth capability.





On-board instrumentation includes a comprehensive "heads-up" display, two CRT computer screens, enemy jamming devices, and tons more. All with joystick/keyboard commands and a 3D perspective view first pioneered in the highly successful **Gunship.**

The many scenarios included (each with various levels of difficulty) range from surveillance mission, to hot and heavy combat.

Airborne Ranger, is more arcade-oriented, and success will often depend on quick reflexes and accurate shooting eye.

Project Stealth Fighter will initially be available for the Commodore 64/128, as will *Airborne Ranger*.

■ C+VG's jet-setting editor got yet another amazing freebie last month thanks to the truly wonderful people at **Mastertronic.** He beat off the rest of the C+VG minions who attempted to get to their sports car race. Mastertronic were sponsoring one of the cars taking part in this gruelling event — a Tiga-Volvo driven by Slim Borgudd, Tryggve Gronvall and British pilot Andrew Ratcliffe. Thanks to the untried Volvo engine, the car unfortunately didn't qualify for the race — but another Tiga carried the Mastertronic stickers throughout the race — well, until about five in the morning on Sunday anyway. The race ran from four clock on Saturday to four on Sunday afternoon — with the cars racing through the night. British fans were hoping for a Jaguar win — but the three British cars suffered a few mishaps and only one finished — in fifth place. Winner was British driver Derek Bell in a Porsche. The Mastertronic car was cheered on by an intrepid bunch of software people from the budget company plus a couple of magazine writers.

And you can help support them by wearing an exclusive **Mastertronic Team Le Mans** t-shirt. We've got FIVE special Le Mans t-shirts to give away to the first five people who send us a postcard telling us the name of the famous racing driver who has scored more victories at Le Mans than anyone else. The winners will also get a copy of *Formula One Stimulator* — so don't forget to tell us what machine you own. Address your entries to *Computer and Video Games*, Mastertronic Le Mans Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

C+VG/Mastertronic Le Mans Competition

Name ______________________________

Address ______________________________

T-shirt size: S/M/L Machine owned: ______________

The driver who has scored the most Le Mans victories is: ______________

____

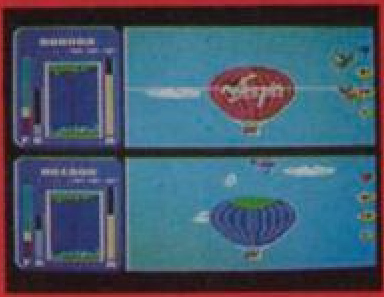
■ Daredevil **Virgin** boss **Richard Branson**, who recently smashed the speed record for crossing the Atlantic by boat, is set to undertake another death-defying challenge.

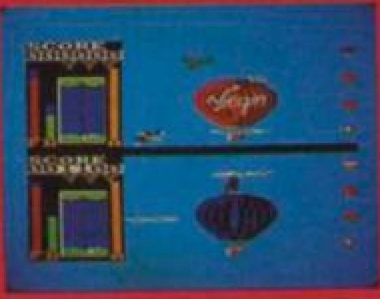
This time it's to become the first to fly a hot air balloon — across the Atlantic. Accompanying his exploits will be a Virgin game **Trans-Atlantic Balloon Challenge**.

Richard will accompany Per Lindstrand in the largest hot-air balloon ever made, Virgin Atlantic Flyer, and they will fly at 27,000 feet from the Sugarloaf Mountain in Maine, North America to Europe.

This a journey that has not yet been completed by anyone.

The balloon is 59 metres high with a volume of 230,000 cubic feet (65,000m^3) bottom of the balloon is as big as a London bus! The material the balloon's top half is made from is a new invention. Additionally they are going to be in aluminium pressurised capsule (with reclining seats) to enable them to reach giddy heights of around 27,000 feet if the weather allow.





The biggest surprise for expert balloonists is that it is hot air filled and not gas. Normally the amount of propane needed to heat such a gigantic volume of air would be so heavy to carry the balloon would not be able to get off the ground. The special material the balloon is made from will use solar power to help heat the air.

So that you don't feel left out of this great adventure, you can now participate when you play.

Trans-Atlantic Balloon *Challenge: The Game* is a split-screen arcade game. You play a mascot Eagle and can be either on the side of Richard and Per, or aiding a rival balloonist who has challenged them to a race.

The balloons occupy their own half of the screen and your job is to eliminate aircraft jeopordising the journey by dropping paingt and missiles on the balloon and decreasing its altitude. You must correct the altitude with the burners and also keep it on course.

The game is available on Commodore 64/128, Spectrum 48/128 and Amstrad CPC cassette, all at £7.95. Also on Amstrad CPC disc at £12.95.

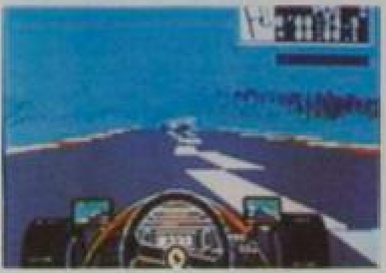
■ The rights to muscleman **Arnold Schwarznegger's** new film **Predator** have been snapped up by **Activision/ System 3** for release sometime in November.

In the film, which has just opened in America and is reported to have taken $12 million in its first three days, Arnold plays a man on a mission to rescue hostages held deep within a South American jungle. A tough task but things get worse. An alien is apparently following him! Is that bizarre? Too right. More news and pics as and when.

* * *

■ Imagine being at the wheel of a £350,000,000 racing machine — a Formula One Ferrari. This awesome mechanical beauty eats up the track like an enraged Pacman gone berserk. **Ferrari Formula One** from **Electronic Arts** ISN'T for wimps!

Pick any of 16 authentically re-created tracks. If you've a hankering to race around Monaco or Detroits go for it.



Want a greater challenge? Then brave the trials and tribulations of the 16-race 1986 Formula One Grand Prix season.

There's a lot more to F1 racing than just sitting in the driver's seat. A wind tunnel is useful for testing the car's aerodynamics, and frequent test and practice sessions will help iron the car's problems

A first-person perspective looms ahead. The course beckons, authentic down to scenery and weather conditions. Run the gauntlet of seven other cars, each of these to contenders possessing his own distinct personality and driving style.

Ferrari Formula One really shows off what the Amiga can do, with an incredible array of graphic and sound effect. Once you buckle up, you won't want to shut that engine off.

* * *

■ **Academy**, **CRL**'s smash space game, has made the transformation to the Atari St, price £19.95.

In it you play a trainee skimmer pilot enrolled in the top training school of the Galcorp Academy for Skimmer Pilots. You will learn to design your own space ship and participate in many classes — all so secret that they can only be revealed to qualified skimmer pilots.

On graduation from the Academy you will take the spaceship you have designed on 20 missions, encountering aliens and practising the top secret theory learnt at the Academy.

* * *

■ Remember **Petsters?** Those cute furry robot cats and dogs created by Atari founder and all-round whizz -kidd **Nolan Bushnell**. Well, he's been at it again. Our spy in the US tells us that Bushnell has unleashed **Tech Force** on the world. These are a whole bunch of remote controlled vehicles armed with laser-guns.

One player can challenge computer controlled opponents or two players can fight it out between them. You can fight in real-time or program the vehicles to make pre-determined strategic moves. The vehicles are controlled from computerised Command Bases which look like ZX81 computers with an antenna stuck on! The laser beams disable the vehicles for a programmed length of time and up to 16 Tech-Force units can be contolled from on Command module.

■ Enter the **Armageddon Man**. And no, it isn't Mr Ronnie Raygun — but it does involve someone with his finger on the red button that will blow the world to bits. The Year is 2032 AD. There are now 16 nuclear superpower nations, each with the capacity to trigger the final destruction of mankind. Together they have formed a desperate alliance — the United Nuclear Nations and have financed and built an enormous network of spy and laser defence satellites. Control of the network resides in an enormous and sophisticated satellite codenamed Olympus. Control of Olympus is down to the Supreme Commander — The Armageddon Man, who holds the world in his hand.

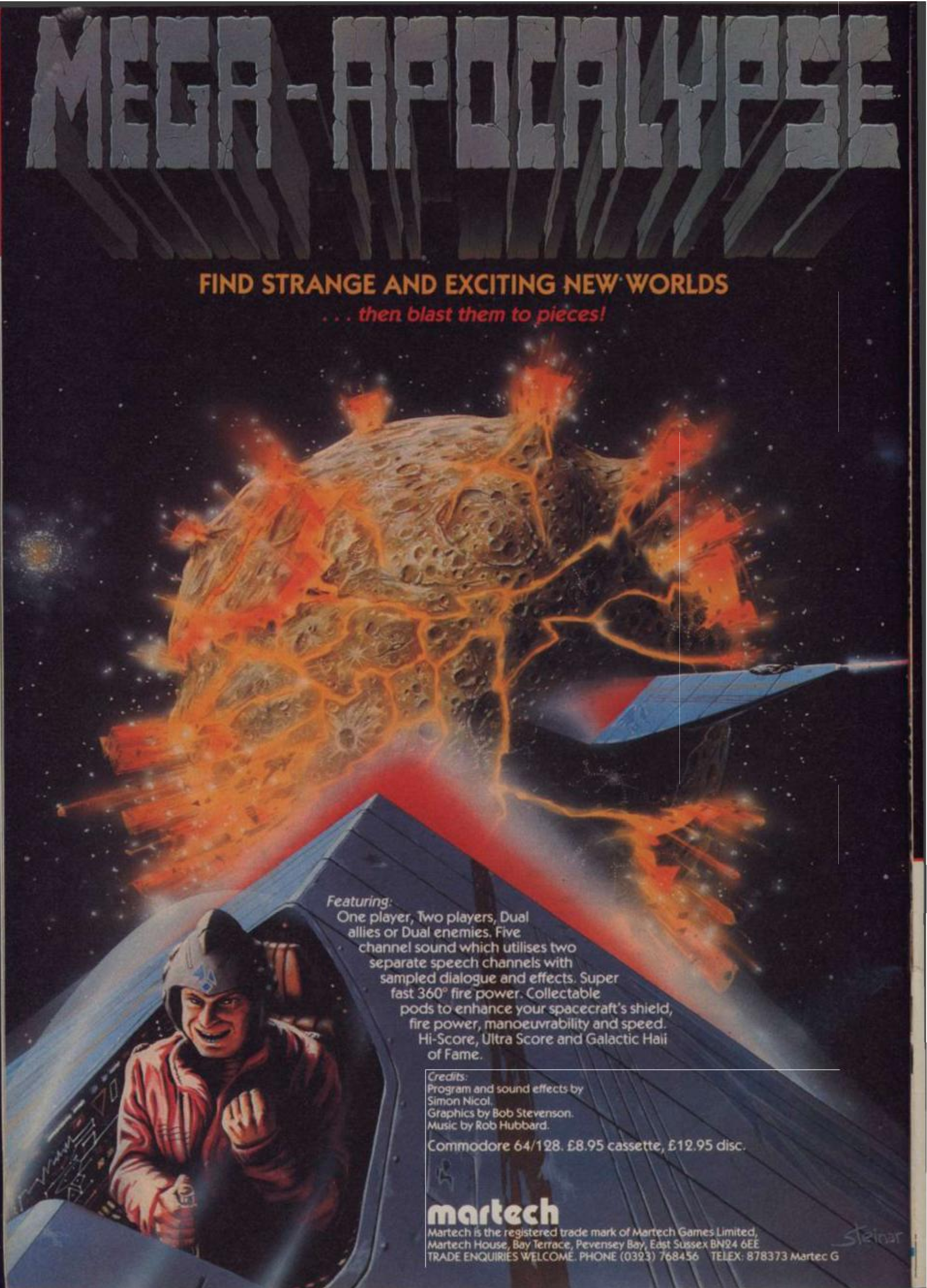
As The Armageddon Man you must reduce the chances of war between enemy countries by maintaining an equal balance of power and resources.

If the unthinkable does ever happen, you will have to deploy laser defence satellites to reduce civilian casualities to a minimum.

The Armageddon Man features advanced icon-control, with all activity governed by the selection of the five main icons.

The package also comes complete with a colour vinyl map of the world (2032 AD edition) and vinyl re-usuable flags of each nation.

The Armageddon Man will set you back £12.95 on cassette, £14.95 for Commodore disc and £19.95 on Amstrad disc.



MEGA-APOCALYPSE

FIND STRANGE AND EXCITING NEW WORLDS

. . . then blast them to pieces!

Featuring:
One player, Two players, Dual allies or Dual enemies. Five channel sound which utilises two separate speech channels with sampled dialogue and effects. Super fast 360° fire power. Collectable pods to enhance your spacecraft's shield, fire power, manoeuvrability and speed. Hi-Score, Ultra Score and Galactic Hall of Fame.

Credits:
Program and sound effects by Simon Nicol.
Graphics by Bob Stevenson.
Music by Rob Hubbard.

Commodore 64/128. £8.95 cassette, £12.95 disc.

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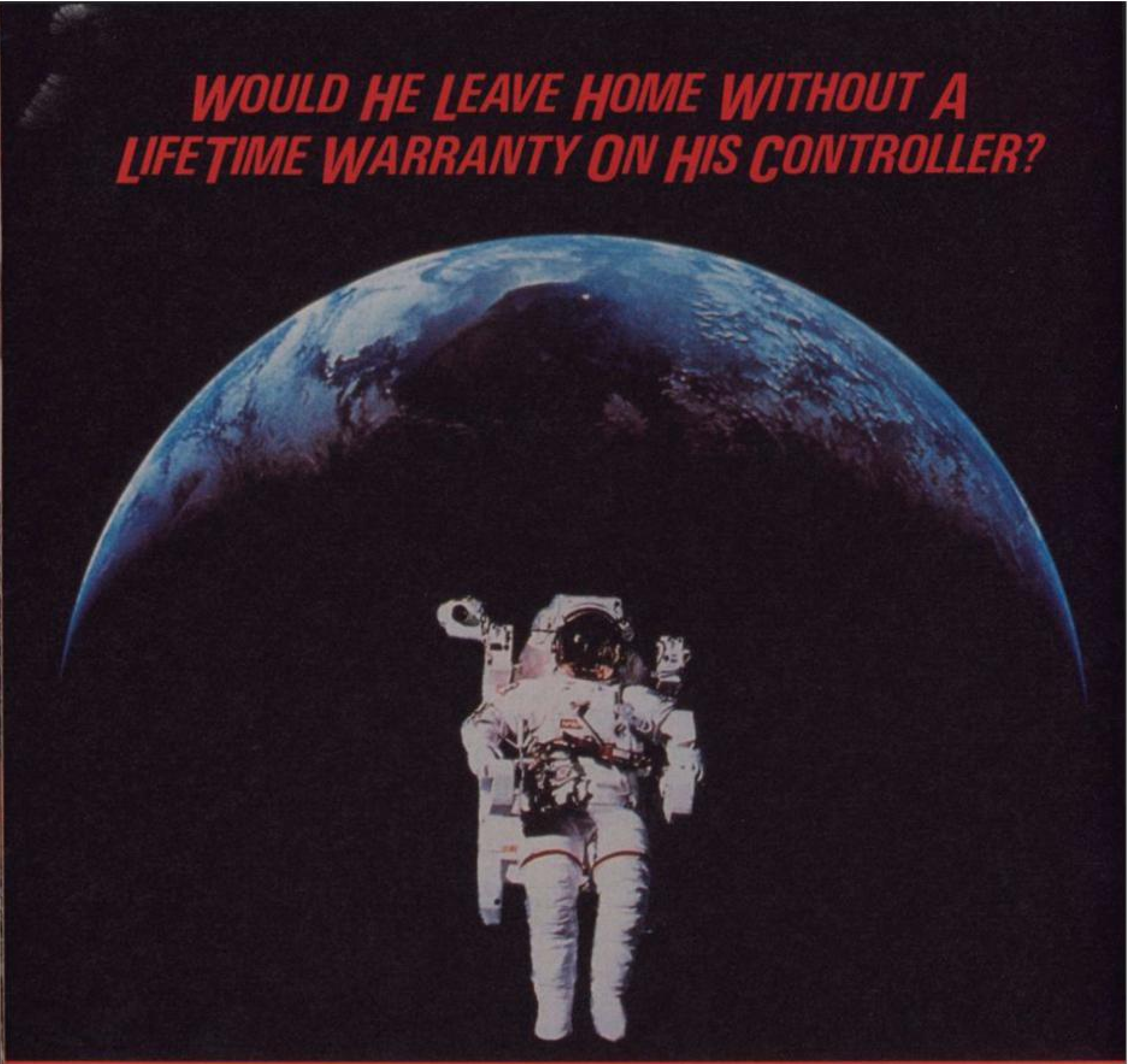
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YOU SHOULDN'T EITHER.

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News

■ Have you got the right stuff? Find out with **Chuck Yeager's Advanced Flight Simulator** from **Electronic Arts**. Yeager was the man who was first to break the sound barrier in a jet powered aircraft — but it was kept secret for years as the Yanks thought it would be better that no-one knew. Yeager's life story was featured in the brilliant film *The Right stuff* — about the early Mercury space missions. If you haven't seen it, rush down to your local video shop and rent it today. And read the awesome book also called *The Right Stuff* by Tom Wolfe. Yeager has been heavily involved in EA's flight-sim and **C+VG** will be bringing you a preview of the game and an interview with the amazing Mr Yeager in a future issue. Apparently the Korean and Vietnam war veteran insisted that this flight-sim DIDN'T involve any shoot-'em up elements.

* * *

■ Nineteen-year-old **Colin McClinton** from Belfast is the **World Elite Champion!** Colin beat off a challenge from American **Fred Bayer** in London's West End recently. Both started the championship game with 3000 credits, a single beam laser and a Dangerous rating. Both were given eight hours to win — but one hour from the deadline the US challenger threw in the towel and handed the world title to Colin. The winner will be starting a grand tour of the States later this year as part of his prize. *Elite,* now an incredible three years old, is still the world's biggest selling game. Versions for the IBM, Atari ST and MSX are on the way and will feature enhanced features. World champ Colin is pictured (right) with challenger Fred, who come from Portland, Oregon.

* * *

■ **Reaktor**, **Ariolasoft**'s £4.99 budget label issues three newies, **Deadringer**, **Mountie Mick's Death Ride** and **Killer Ring**.

Deadringer is a three dimensional race in space, with radar and rearview indicators to help you watch for deadly attacks.

In *Mountie Mick's Death Ride* the McClusky gang are raiding the Trans-Canadian Express — Mountie Mick must catch them, avoiding leaking tankers, grenades, loose mooses and coping with pitch black tunnels.

And in **Killer Ring** — see last month's Hot Gossip for full details you blast your way through the levels until you reach the spaceman — and then blast him.

All games available on cassette only for Commodore 64, Spectrum and Amstrad CPC.

* * *

■ **Auf Wiedersehen Monty,** is not out for the 128K Spectrum. The 128's sound chip enables Monty to make mole-like remarks — whatever they may be-when the screen changes.

* * *

■ **Cascade** games is following up its highly successful **Ace** combat flight simulation with **Ace 2**, due out in September.

* * *

■ Grab your diary and make sure you make a date to visit the **Personal Computer World Show** at London's Olympia in September (23 to 27).

This year's show — the 10th — promises to be the biggest yet. All the top software companies will be there with all the latest games and, of course, the **Computer+Video Games** team will be there so come along to our stand and say hello.

* * *

■ Programmer **Paul Smith** takes a well-earned break. But do you thing those ghouls of software house bosses will let him Rest in Peace. Get back to work, growl the bloodsuckers.

The gruesome twosome and Paul are actually trying to drum up a little publicity about his new game **Bride of Frankenstein** released on new **39 steps** label.

In the game you must revive your beloved Frankenstein before the wedding day by robbing graves and crypts, in search of a pair of lungs, kidneys, a liver, a brain and a good heart to bring your horrible hubby to life.

First you must find the tools for you grave robbing expedition — a spade to excavate graves, a pick-axe for opening crypts (and for fending off nasties), and a lamp to light your way.

Lost souls wander restlessly, imprisoned in the dungeons. Your heartbeat will tell you how much stress you are under.

Bride of Frankenstein will be out on Spectrum, Amstraad and Commodore.

Next from Paul will be **Werewolves of London.** in the autumn. Will it be a howling success.

* * *

■ **Silent Service**, MicroProse's submarine simulation service game, is about to surface in the arcades. Bally Sente are converting the game for the coin-ops.

* * *

■ **The Power House** has compilation tapes for the Spectrum, Commodore and Amstrad each with eight games for the price of £9.99.

The Spectrum tape features **Cyrox, Timeflight, Sword and Shield, Hercules, Slingshot, Tomb of Syrinx, Oddball** and **Sqiji!**

The Commodor compilation contains **Gods and Heroes, Terminator, Aftermath, Return of the Space Warrior, Hercules, Sqij, Xenon Ranger** and **Gun Runner.** And the Amstrad version features Barrier Reef, Corridor Conflict, Nakamoto, Freedom Fighter, Nocturne, Timelord, Wrath of Olympus and **Amstraqd Shuffle.**

Power House has also released two utility programs *for the Spectrum and Commodore. Both entitled* ***How to make the most out of your computer,*** the Spectrum tape features The **Adventure Builder** and **Artworx,** while the Commodore utility features **Vidicom** and **Ultrakit.** Both utilities will retail for £9.99.

* * *

■ Father and son **Ian** and **Andrew Begg** pose outside Wembley Stadium with **Football Manager** creator **Kevin Toms.**

They won first prize in the **Addictive/Prism Leisure** competition for those who bought the ever-popular game. And that was a day out with Kevin at the recent FA Cup Final.

But it was bad news for Ian and Andrew who are both Tottenham supporters. Spurs, as you may remember, lost to Coventry by three goals to two.

"Although Spurs have achieved great success in Andrew's living room, including the double, his first actual trip to Wembley didn't produce the scoreline he was looking for," said Kevin T, after the match. "I think, though, judging from the look on his face, that Andrew enjoyed just being at Wembley for real."

Ten runners up will each receive a selection of the Addictive's games autographed by Kevin Toms. They are: **Christhpher Hannam,** Gwent; **Paul Robinson,** Perthshire; **Richard Scotney,** Burton-on-Trent; **Steve Tanner,** Redditch; **Julian Alford,** Exeter; **Kevin Kennard,** London SW2; **Paul Maudsley,** Halifax; **Graham Hilton,** London E2; **David Connor,** Liverpool; **Christine Walkden,** Manchester.

* * *

■ Anybody spot **C+VG's Hot Gossiper Tony Takoushi** on *Channel 4*'s trendy Sunday lunchtime show **Network 7?**

Old mega mouth was on their spouting on about the "addiction" of playing computers and giving a run down of some of the more controversial games of the past few years.

Talking of multi-media stars, brings us to **Keith Campbell.** Listeners to *London Broadcasting Company's* computer show on Sunday afternoons would have heard KC on the show's semi-regular adventure helpline phone-in solving game problems with his usual ease.

However **Paul Coppins** failed to make the show because of the annoying problem of cancelled trains. It's the first problem Paul hasn't overcome in years!

* * *

■ Five major retail chains are now selling the **Mastertronic** — distributed **Sega** games console.

They are Kids Store, Fine Fare, Carrefour and Gateway. Woolworths is also selling the machine in selected stores.

The basic **Sega** kit sells for £99.95. Games are available on car and cartridge at £14.95, £19.95 and £24.95.

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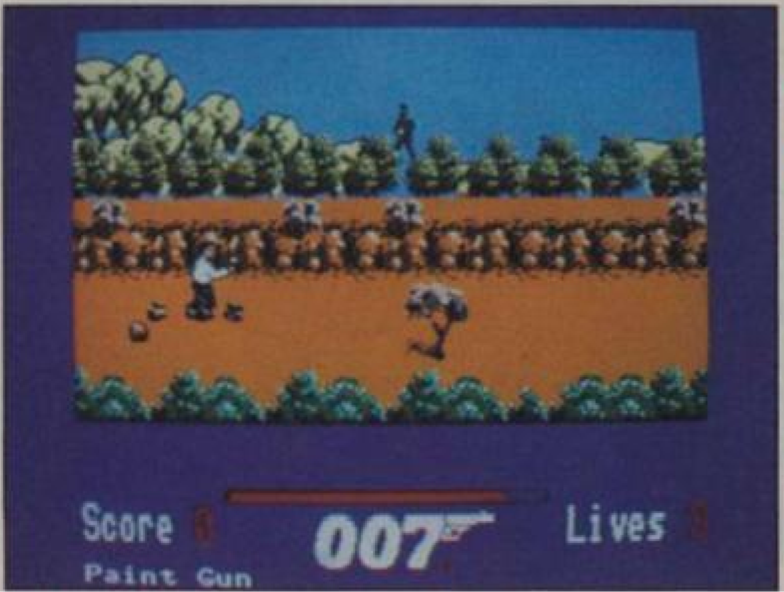
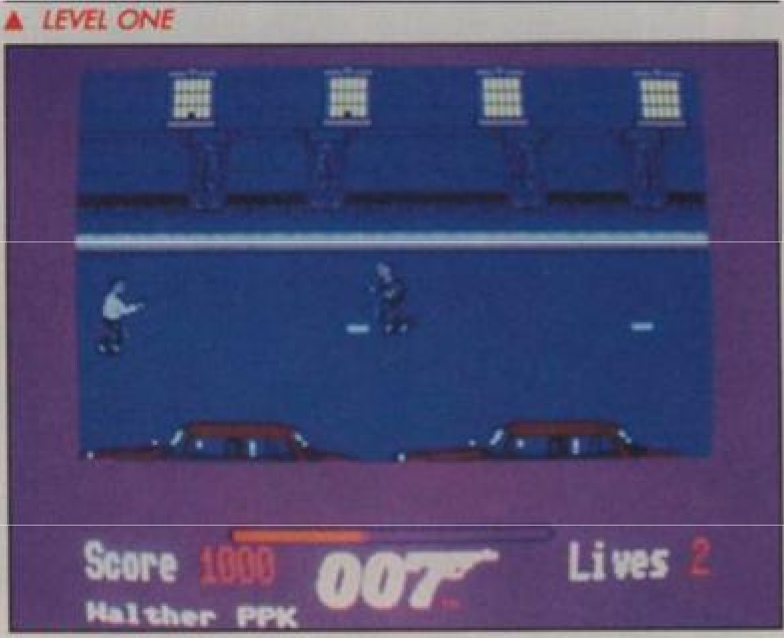
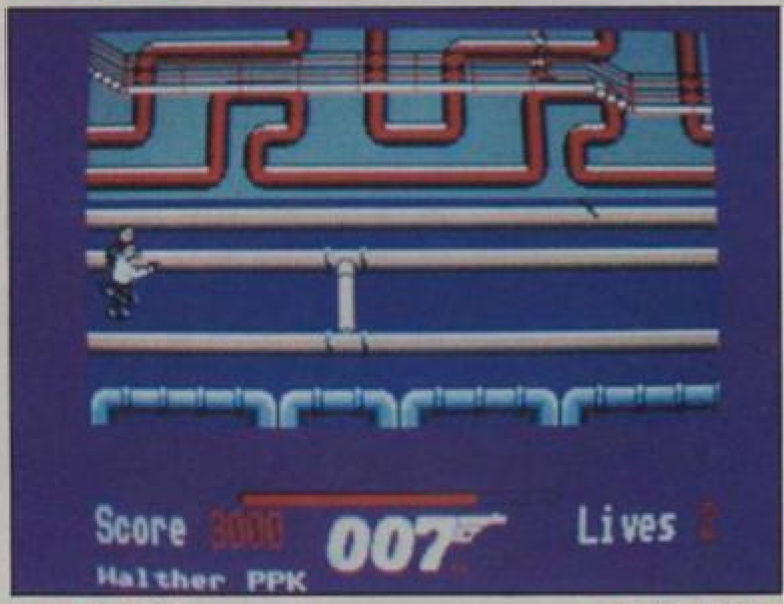
THE REVIEWERS
TIM METCALFE:
The Ed man wields the fastest joystick of all. When his word is heard you better listen.
PAUL BOUGHTON:
Shoots from the lip. Likes zip in his zap.
LEE BRATHWAITE:
Radio Lancashire's ace games man, always ready to air his views.
CHRIS CAIN:
The Amiga man. But Cain is able to be persuaded that 64 isn't near retirement age.
DAVID BISHOP:
As an Amstrad fan, The Bishop preaches what he practices. He is also full of praise for the Atari ST.
STEVE BADSEY:
The Doctor reports from the frontline about war and strategy games.
NICKY TREVETT:
Reclusive Nicky has the knack with the BBC.
BRIAN WEBBER:
Sees all, hears all, plays all.
JERRY MUIR:
Games expert Muir has the Atari 8-Bit between his teeth. Something he XLs at.



▲ *LEVEL ONE*

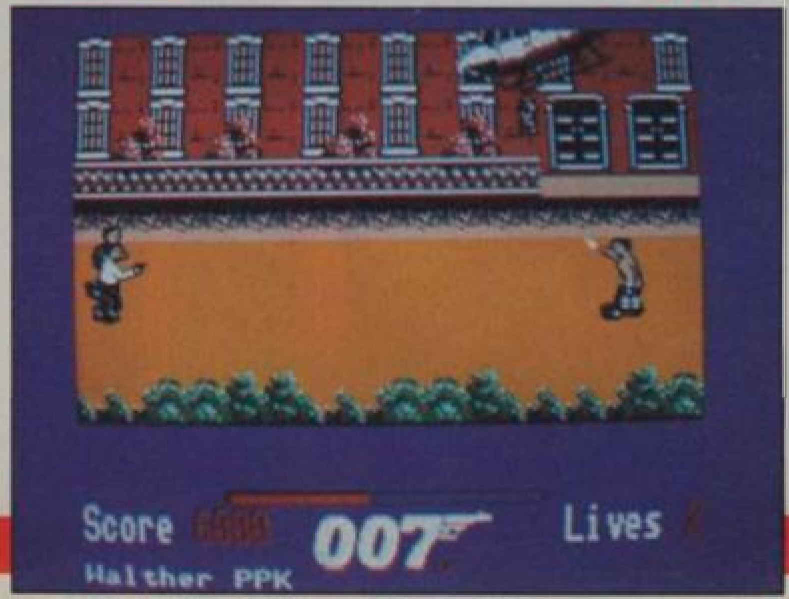


▲ *LEVEL TWO*



▲ *LEVEL THREE*

▼ LEVEL FOUR



- MACHINES: AMSTRAD/CBM 64/AMIGA/SPECTRUM/BBC/ ATARI/MSX
- SUPPLIER: DOMARK
- PRICE: £9.95 AMS/CBM/£8.95 SPEC
- VERSIONS TESTED: AMSTRAD
- REVIEWER: PAUL

My name is Bond. James Bond. Double O Seven. Licenced to Kill. And I'm going to scare The Living Daylights out of you.

Well we all have dreams, don't we. Here I am sitting at the computer, dressed in white dinner jacket, bow tie and trousers with a crease you could cut yourself on.

Dum diddy dum dum, dum dum dum diddy dum dum, da da de da . . .

Ah yes, the good old Bond music stirs the blood. Not like the awful A-Ha theme song to *The Living Daylights* movie on which the game is based.

Talking of the film, here's the plot. It adds a bit of colour to the game.

James Bond has recently returned from Gibraltar on exercises to be sent on a new mission to Bratislava, masterminding the defection of KGB General Koskov.

Despite an attempt on his life by beautiful Czech Cellist Kara, Koskov is eventually brought safely to London.

Unfortunately Koskov is abducted by Necros, a ruthless killer. M, Bond's boss, suspecting the KGB, sends Bond to serve a terminatinon warrant on General Pushkin, who is known to be in Tangiers with a trade Delegation.

Before doing this, Bond decides to return to Bratislava to try to get closer to Kara. He does this and discovers Kara is an innocent victim of the Russian General. He also learns of Koskov's involvement with International Arms Dealer Brad Whitaker. In true 007 style, Kara is rescued and taken to Vienna where she succumbs to the Bond charm.

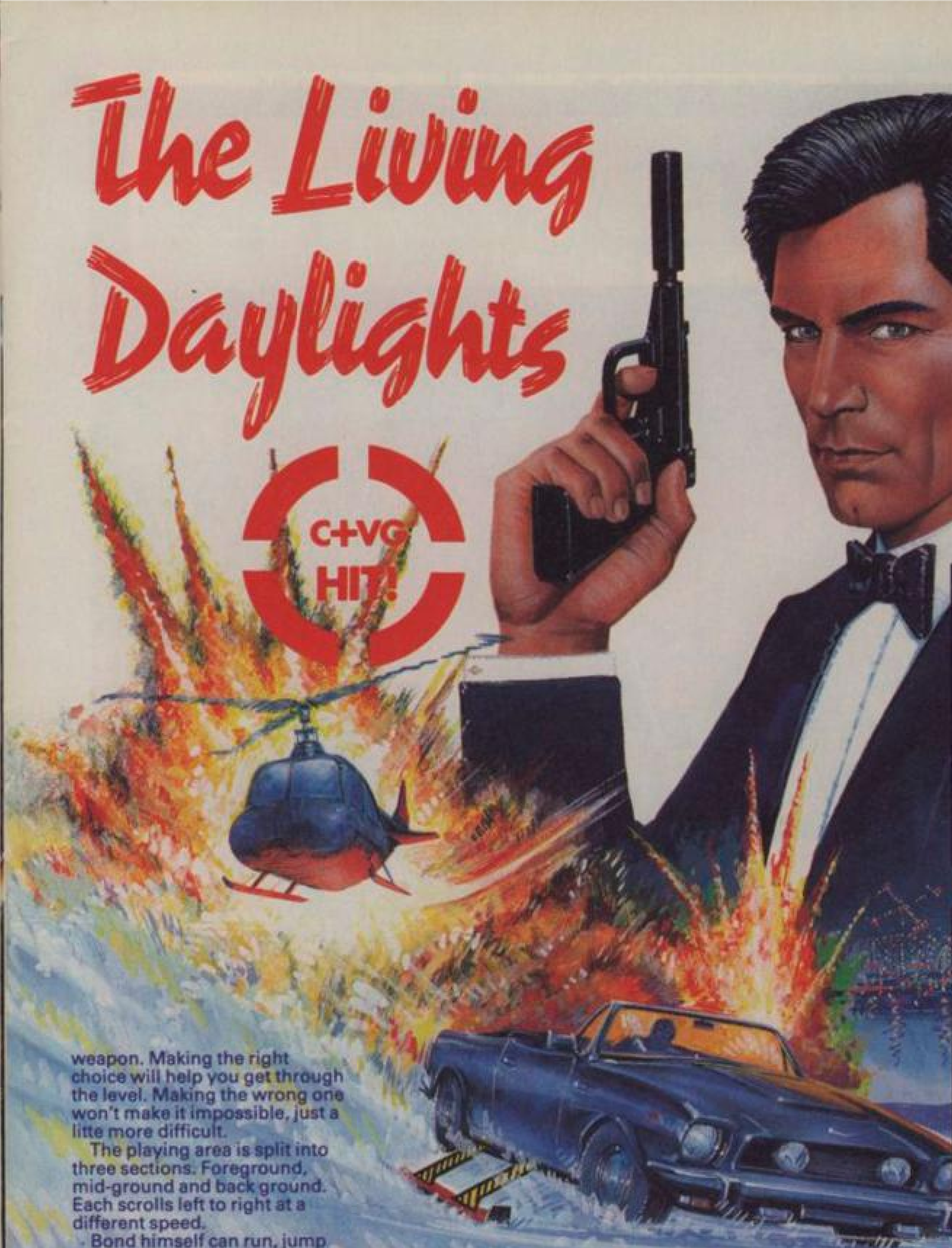
Together with Kara, Bond moves to Tangiers where he eventually confronts General Pushkin in his Hotel. They plan together to trap Koskov and Whitaker.

Bond and Kara are taken prisoners by Koskov and flown to Russian occupied Afghanistan, but it is not long before Bond breaks free with Kara and Kamran Shah, the leader of a group of Afghjan freedom fighters. Together they find out what Koskov and Whitaker are up to — smuggling raw opium.

It is obvious they must be stopped, so the support of Kamran's rebel group they overcome masses of Koskov's troops and allies in an attempt to prevent the Opium leaving the country. The final mopping up is at Whitaker's Tangiers villa.

Before each level Bond can choose a weapon. This screen is set in gadget wizard Q's laboratory. The range of weapons varies from level to level. they include, gun, bazooka, kinfe etc. You have just five seconds to select the

The Living Daylights



weapon. Making the right choice will help you get through the level. Making the wrong one won't make it impossible, just a litte more difficult.

The playing area is split into three sections. Foreground, mid-ground and back ground. Each scrolls left to right at a different speed.

Bond himself can run, jump and roll. When shooting, a gun sight appears. This you can move around to target the villains and Bond's gun arm will automatically follow. Hitting the fire button activates Bond's trigger finger.

The game levels are as follows.

LEVEL ONE — GIBRALTAR: Bond begins his adventure with a test of the defences on the island of Gibraltar. He must match his wits against the skills of the SAS.

LEVEL TWO — THE LENIN PEOPLE'S MUSIC CONSERVATORY: You must get the Russian defector Koskov away from his KGB guards without injuring any of the music lovers enjoying the show inside. Koskov will follow you but it is up to you to defend him from the snipers who appear all over the building.

LEVEL THREE — THE PIPELINE: Now you must smuggle Koskov past the pipe workers and send him on is way down the Trans-Siberian pipeline. Watch out for the Russian guards and the added danger of falling pipes.

LEVEL FOUR — THE MANSION HOUSE: Once you have managed to rescue Koskov somebody wants him back! The ruthless killer Necros tries to snatch Jim back from the British Secret Service.

LEVEL FIVE — THE FAIRGROUND: You have to meet your fellow agent but Necros, now even more desperate, has followed you and he has orders to kill!

LEVEL SIX — TANGIERS: Your mission to find the missing Koskov takes you to the rooftops of Tangiers where you must battle for your life.

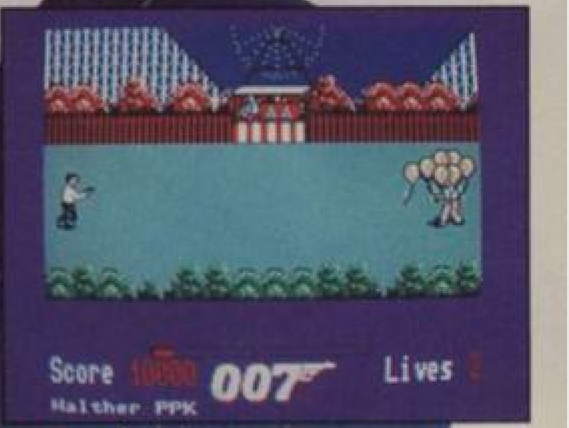
LEVEL SEVEN — THE MILITARY COMPLEX: Trapped in the desert of Afghanistan in the middle of a Russian Air Base. No problem for 007!

LEVEL EIGHT — WHITAKER'S HOUSE: You finally meet the Mastermind behind the dastardly ploy — Brad Whitaker the American Arms Dealer and military historian. He unleashes all the power of his arsenal against you, you must fight through to reach him.

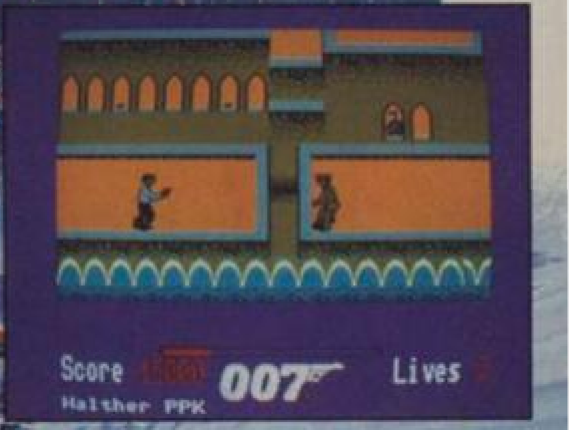
After the rather sorry effort which Domark released as *A View to a Kill*, they vowed that *The Living Daylights* must be good.

Well it must be said that their latest Bond outing is considerably better. But that wouldn't be too hard. When it comes down to it, this is really just a scrolling shoot-'em-up which could be fixed to any licence or name. That doesn't make it a bad game. It is in fact quite playable and enjoyable.

▶ GRAPHICS	9
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	8



▲ LEVEL FIVE



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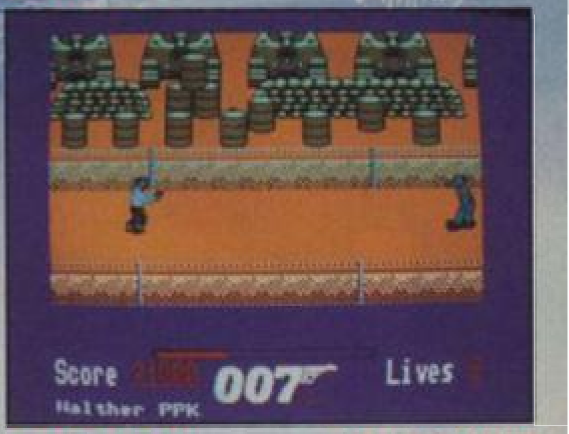
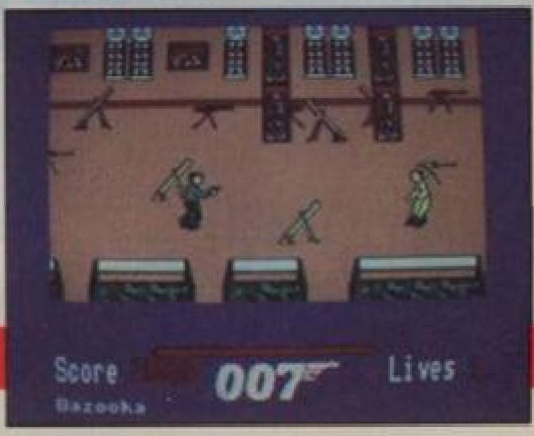


▲ LEVEL SEVEN

▼ LEVEL EIGHT



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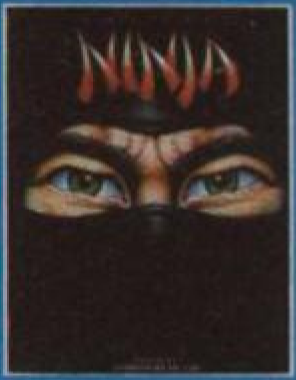

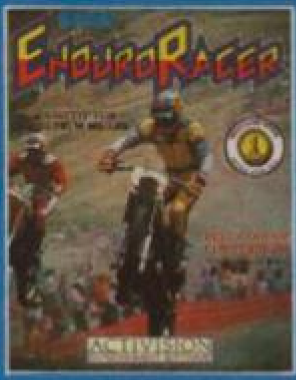
ENDURO RACER
ACTIVISION

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BARBARIAN
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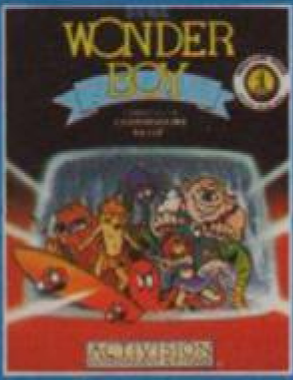
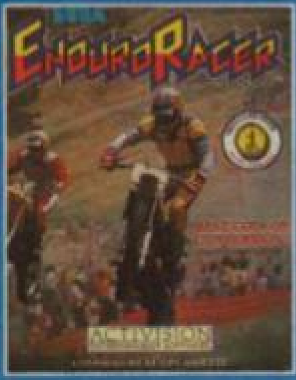

WONDER BOY
ACTIVISION


ENDURO RACER
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POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	Last Ninja	System 3	C64	9.99
2.	Barbarian	Palace	Spectrum	9.99
3.	Enduro Racer	Activision	Spectrum	9.99
4.	6 Pack	Elite	Spectrum	9.95
5.	Wonderboy	Activision	Spectrum	9.99
6.	6 Pack	Elite	C64	9.95
7.	Barbarian	Palace	C64	9.99
8.	Enduro Racer	Activision	C64	9.99
9.	Army Moves	Ocean	Spectrum	7.95
10.	World Games	U.S. Gold	Spectrum	8.99
11.	Metrocross	U.S. Gold	Spectrum	8.99
12.	Saboteur 2	Durrell	Spectrum	7.95
13.	Wonderboy	Activision	C64	9.99
14.	Mag Max	Ocean	Spectrum	7.95
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25.	Quartet	Activision	C64	9.99
26.	Konami's Coin Op's	Imagine	C64	9.95
27.	Paperboy	Elite	Spectrum	7.95
28.	Shadows of Mordor	Melbourne House	Spectrum	7.95
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30.	Shadows of Mordor	Melbourne House	C64	8.95

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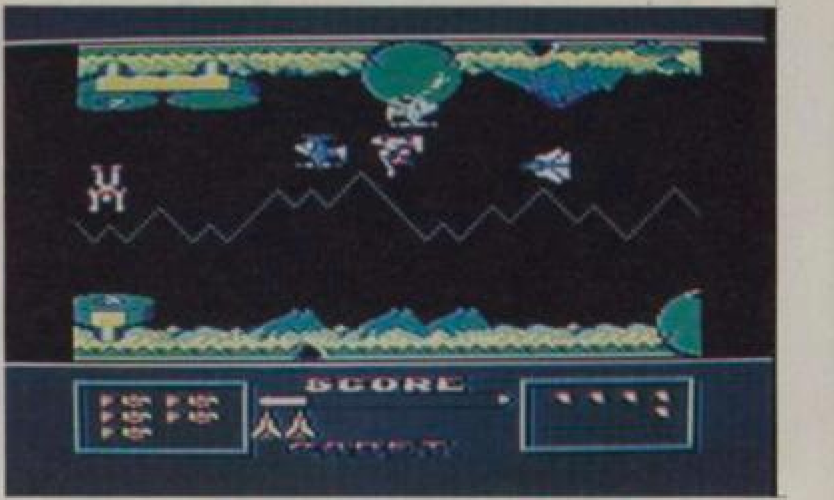


- MACHINES: C64
- SUPPLIER: ARIOLASOFT
- PRICE: £9.99
- VERSIONS TESTED: C64
- REVIEWER: CHRIS

Challenge of the Gobots

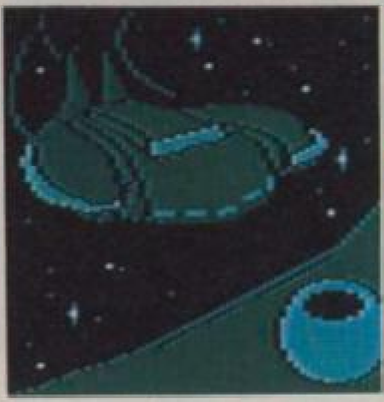
Yet again Tony Crowther and co hit us with another 'Classic' game, or so the inlay card says. Mr Crowther has been author to a fair number of good games, but it seems he may have lot his touch . . .

Gobots is not what I'd call a Crowther classic. It lacks the pulling power, graphical quality and other Crowtherish features which made *Suicide Express*, *Potty Pigeon* and *Trap* such great games.

The Gobots are machines which can transform themselves into various types of vehicle at the drop of a hat. Each one has his/her (what sex is a robot?) own type of vehicle, be it plane, tank or scooter.

Most of you probably know this already, because these character have their own cartoon series, which I must confess I haven't actually seen.

The plot of his caper, entitled 'The Moebius Strip', is all about an evil Prof. who plans to destroy the Gobots once and for all. His plan is to capture the Gobots' human friends, and when they come looking for them, he will zap them with his new bases.



Having sent two evil henchmen out to get the humans, they return to their master with an extra gift, the powerful Gobot called Turbo who is, for the present time, out cold.

Well, to cut a very long and extremely tedious story short, the Gobots come to rescue their buddies. One gets captured and turned against his pals, and another discovers that he has the power to produce clones of himself.

Using this new found and amazingly handy skill, Leader One comes up with a plan, which goes something like this: Step one: Drop a clone into the nearest base. Step two: Watch it explode. Step three: If there are no humans around, repeat procedure — if there are, pick 'em up!

This is where you actually, at last, enter the game. Using your joystick to manoeuvre a very wobbily Leader One, you must scoop up the Scooter clones and attempt to drop them into the nearest base.

But, needless to say, it's not that easy.

Whilst you're attempting to demolish the base, attacking baddy Gobots, called Cop-ters, or something like that, will try to stop you by crashing into you.

Flying your Gobot around is really no easy task in itself, as the controls are far too sensitive, and I found myself constantly crashing into the planet.

You may also land on the surface of the planet, and there you can dig large rocks which, if you are in the mood, can be thrown at oncoming traffic.

It seems so strange that Ariola have released this, usually you get a thoroughbred from the great Ariolasoft stables, but this I'm afaid is just an old nag.

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	7
▶ PLAYABILITY	7

Slap Fight

- MACHINES: CBM 64/ SPECTRUM/AMSTRAD
- SUPPLIER: IMAGINE
- PRICE: £7.95 (Spectrum)/£8.95 (CBM 64/AMSTRAD)
- VERSIONS TESTED: CBM 64
- REVIEWER: PAUL (and a lot of readers)

It was a tough test. Perhaps the toughest test we've put a game through so far — trial by C+VG readers.

The venue was the Commodore show at the Novatel in London. As usual the C+VG stand was under seige for most of the time. So I loaded up *Slap Fight* and let the people play and play and play.

And judging from the reaction to Imagine's conversion of the Taito Coin-op, it's a winner. Comments ranged from "Wow" to "great" and "fantastic" to "get off it's my go". *I think they liked it.*

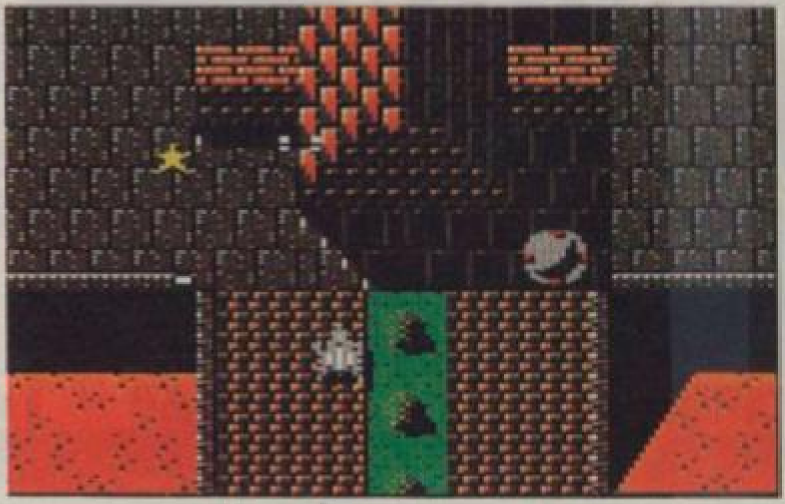
So what do you get? Space shoot-'em-up, horizontal scrolling landscape. Aliens. Lots of them. Enough said?

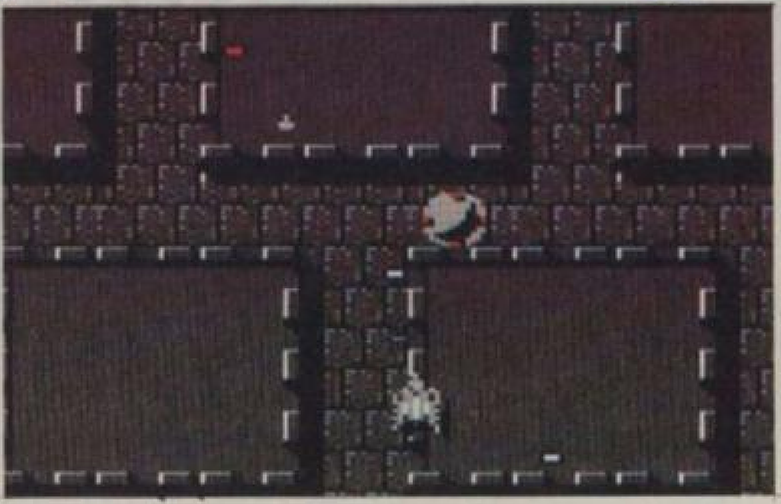
As you get into the game, the more lethal the attack waves get. Kill some aliens and they deposit a star. Pick it up by flying over it and it lights an icon at the bottom of the screen. hit the space bar and the slap Fighter gets that icon's ability. The more stars, the more icons. These give you more speed, side shots, wings and bombs.

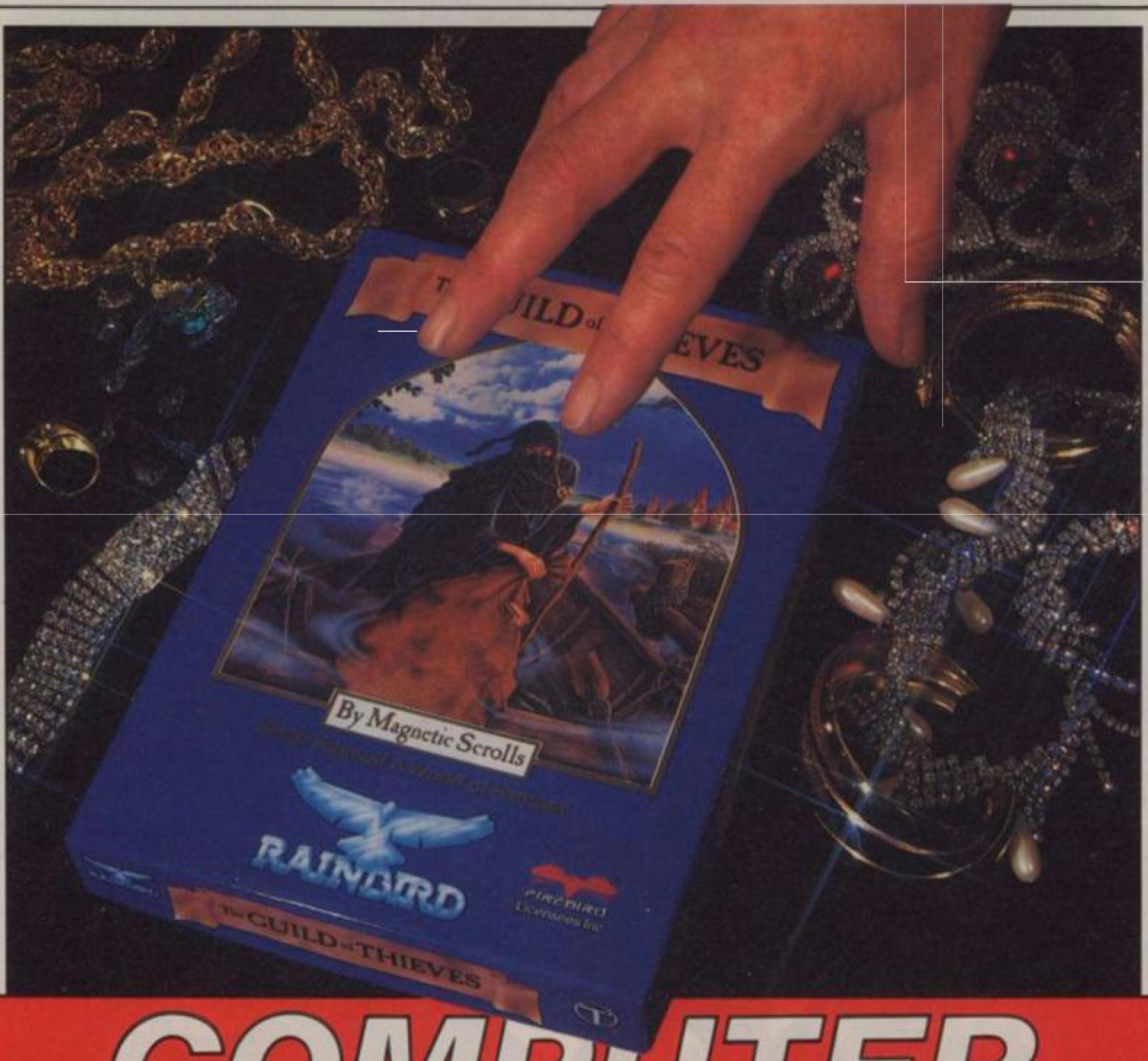
And that's it. Simple. Smooth. Very addictive. A winner. And if *I find out who it was that karate* chopped me when I wasn't looking, I'll call down the curse of *C+VG on them.*

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	10

C+VG HIT!







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Screenshots stolen from the ATARI ST version.
*Some versions do not contain graphics. Please check before purchasing.

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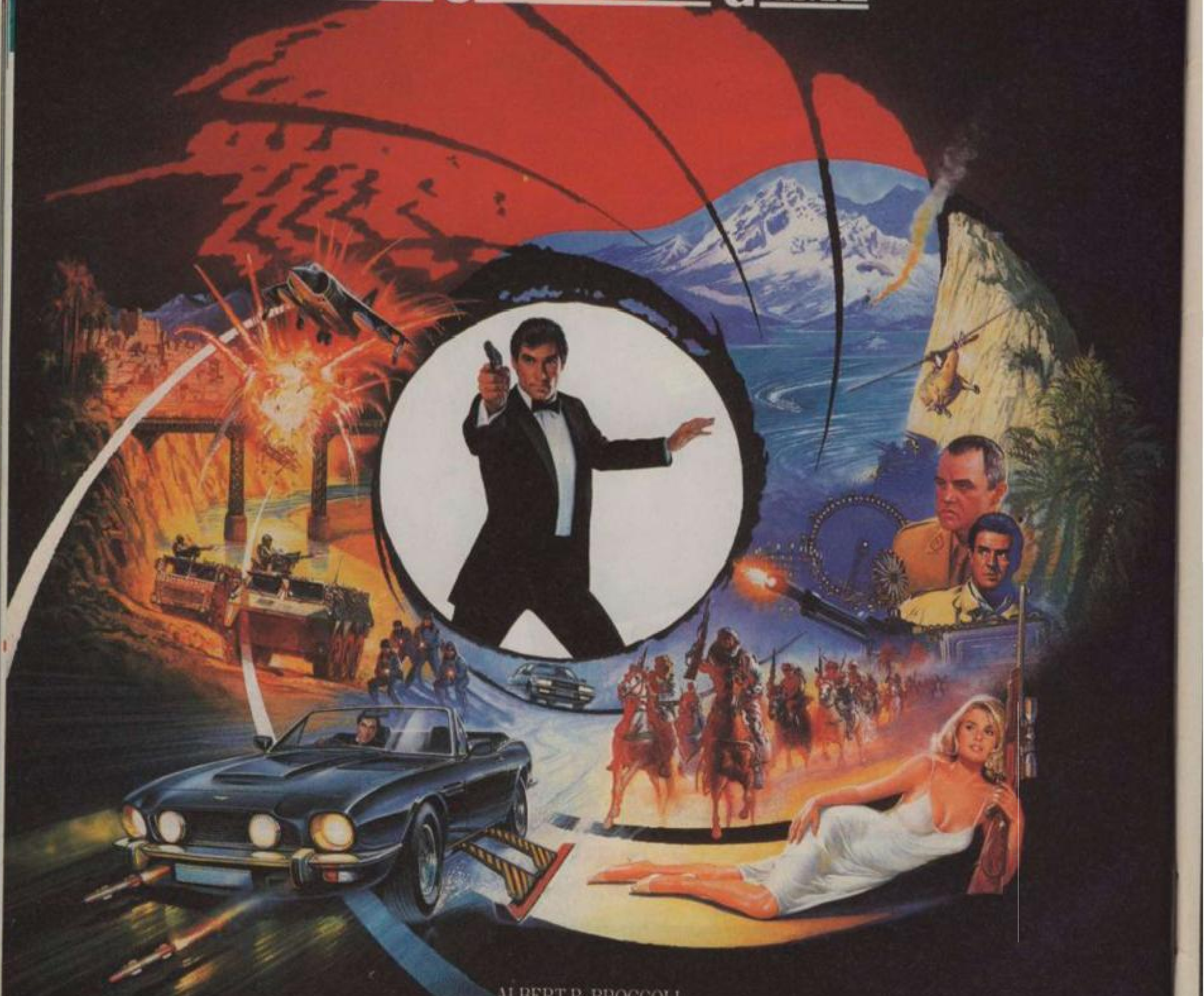
JAMES BOND 007

IN

THE LIVING DAYLIGHTS

THE COMPUTER GAME



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CBM 64/Amiga
Spectrum 48/128/Plus 2/3
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TIMOTHY DALTON
as IAN FLEMING'S
JAMES BOND 007

THE LIVING DAYLIGHTS

Starring MARYAM d'ABO JOE DON BAKER ART MALIK and JEROEN KRABBÉ
Production Designer PETER LAMONT Music by JOHN BARRY Associate Producers TOM PEVSNER and BARBARA BROCCOLI
Produced by ALBERT R. BROCCOLI and MICHAEL G. WILSON Directed by JOHN GLEN Screenplay by RICHARD MAIBAUM and MICHAEL G. WILSON

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DOMARK

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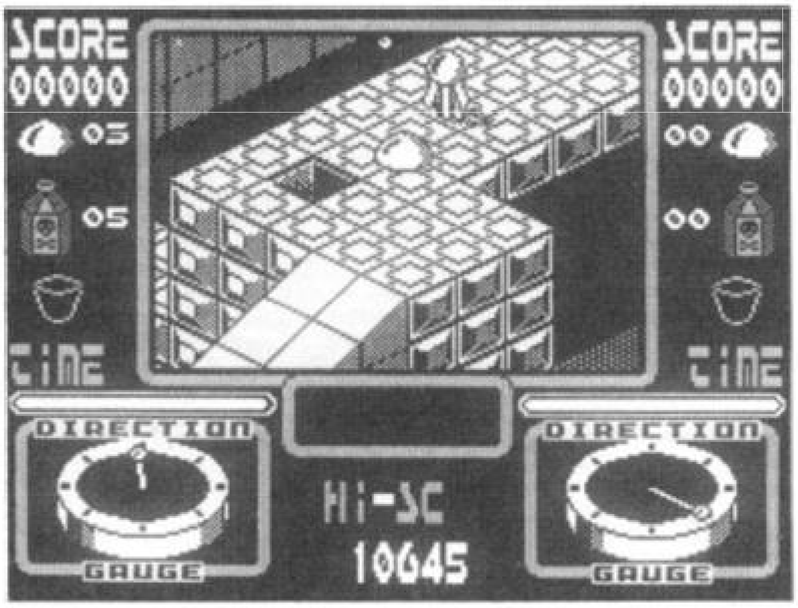


Bubbler

- **MACHINES: SPECTRUM/ AMSTRAD) MSX**
- **SUPPLIER: ULTIMATE**
- **PRICE: £8.00 (SPECTRUM)/ (£9.99)/AMSTRAD/MSX**
- **VERSION TESTED: AMSTRAD/ SPECTRUM**
- **REVIEWER: PAUL**

Quite honestly I'm at a loss. Mystified. Confused. Stumped. How the hell do you get off the first screen of this game?

Since the latest offering from the tight-lipped mystery men from Ashby de la Zouch arrived in the office, I've kept returning to it every few days. And I get absolutely nowhere. I've watched other people try to play it. And guess what? I've still not seen anything other then the opening screen.

There a whole new game lurking in my computer but I can't find it. So this "review" will tell you the game's about and what happens on the first screen.

The evil wizard Vadra controls the ancient city of Irkon. The inhabitants have been imprisoned and you have been turned into a blob. Huge bottles have been constructed which ozze bubbles — which turn into strange mutant creatures. Hence the title *Bubbler.*

But life's not all bad for you as a blob. You can move and spit fire globules at your foe.

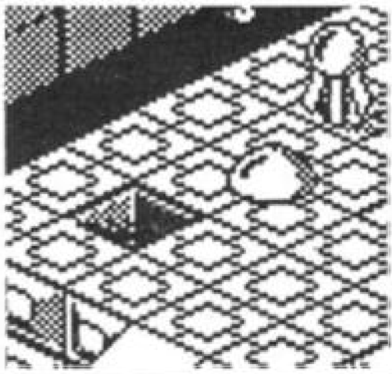
Around the city are magic corks, hidden under trapdoors. Find all these corks, to bung in the bubblers and Vadra's powers will be ended.

The game is — as far as I can judge — like *Marble Madness* and *Spindizzy* to look at, all ramps, causeways and platforms over which you must guide the blob. The starting point of the game is a platform with what appear to be two exit ramps, up which you must travel to exit the location. The trouble was that I just couldn't get any control over the blob. It seemed to have a mind of its own and a sense of direction which kept taking it off the platform and into the black void beneath. Losing lives as quick as I did meant Game Over coming up with tedious regularity. I did actually manage to get halfway up each ramp but just couldn't make it to the top. Very frustrating.

Meanwhile a strange array of creatures floated through the screen including crabs, mystery bubbles and various spinning objects.

Bubbler looks nice, sounds intriguing and is certainly challenging.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	7
▶ PLAYABILITY	4



The Fifth Quadrant

- **MACHINES: CBM 64/AMSTRAD SPECTRUM**
- **SUPPLIER: BUBBLEBUS**
- **PRICE: £8.95 CASSETTE/ £12.95)/DISK**
- **VERSIONS TESTED: CBM 64/ AMSTRAD**
- **REVIEWER: PAUL**

Bubble Bus has always been known for huge, sprawling games. Remember *Starquake*? Well now there's another mega maze offering with *The Fifth Quadrant,* around 230 rooms and locations to explore.

Once again we set off into deep space. The Galactic Survey Vessel Orion is on a mission to explore and map the galaxies of the Hercules Cluster. After 20 years of work just one sector remains.

The crew put themselves into suspended animation and set off to go boldly where no one has boldly gone before. And then they get the Zimens. No, it's not some intergalactic space disease but a force of alien mechanical beings who infiltrate the Orion. When the crew regains its wits after waking from its space sleep, they find the ship's systems have been terminated and the computers reprogrammed in an alien language.

As the ship's energy drains away the crew must try and regain control of the Orion.

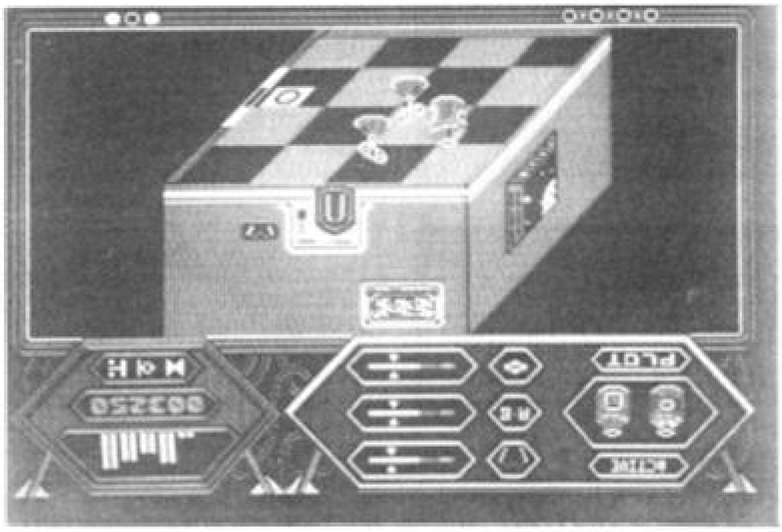
To do this you have four robots under your control which must be used to explore the ship, access lifts to different levels.

Each robot has its own identity. They are SLOG, ship's captain and pilot, PLOT, navigator, KNUT, engineer, and BODD, the crewman. KNUT, in fact, is locked in prison when the game starts and the others must free him.

The computers are scattered throughout the ship.

While not the most original idea, *The Fifth Quadrant* is very playable and should appeal to all those who like problem solving, three dimensional maze games. Nice graphics.

	CBM 64	AMSTRAD
▶ GRAPHICS	7	8
▶ SOUND	7	7
▶ VALUE	7	7
▶ PLAYABILITY	8	8



Election

- MACHINE: C64
- SUPPLIER: VIRGIN
- PRICE: £9.95
- REVIEWER: TIM

What ever the result of the election YOU can change it thanks to Virgin's *Election!*. Double dealing, scandals, slurs and back-stabbing — all the fun of an election campaign without the party political broadcasts.

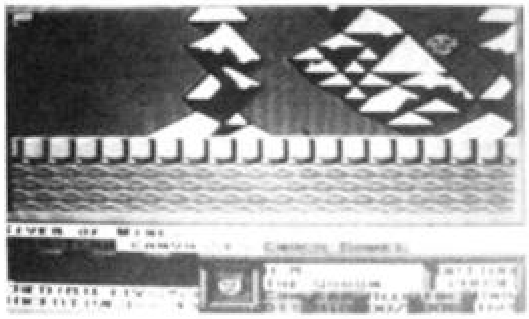
There are around 40 intelligent characters featured. From lowly minion to charismatic party leader, each varies in intelligence and personality attributes. Many of the others are just as ambitious as you and while you go about the business of rallying support, you must keep a careful eye on all the others.

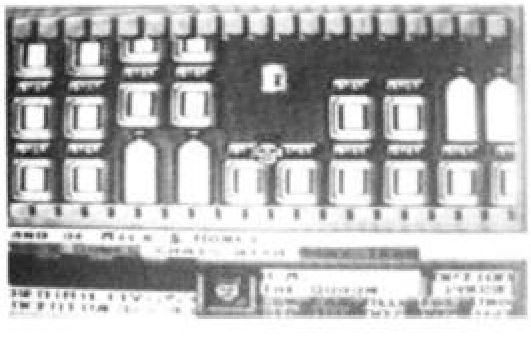
The Quoon doesn't compete for followers and will not stoop to slurring under any circumstances. Likewise she does not respond well to these tactics.

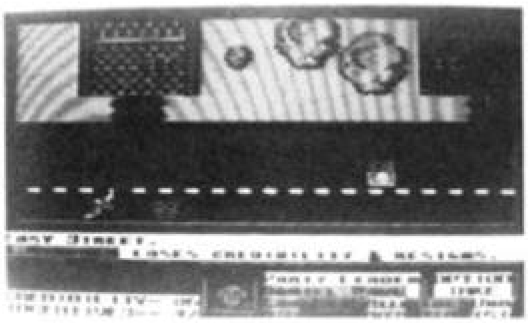
Tokens take immediate affect. Sincerity and Hope increase your Credibility, which is your life-blood.

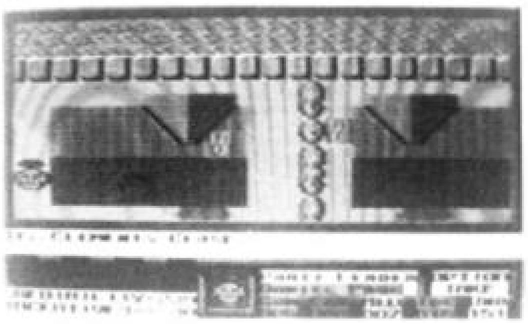
Objects include Gossip, Scam and Untruths which increase your unseen "slurring power". When you have decided slurring is the only way to proceed make sure you are armed!

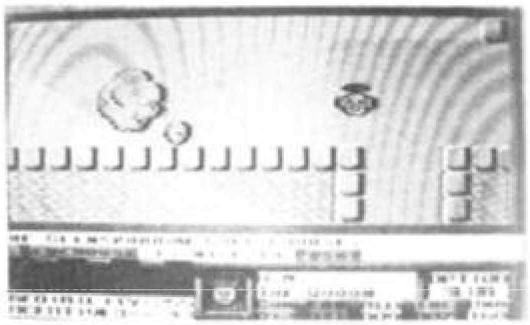
The Peerage, Rosette, Knighthood and Shares don't affect you but when given to your supporters it will increase their ambition, and their ability to carry out your orders.











The total electorate is comprised of 200 votes, 40 belong to the computer-controlled players and won by your interaction, the other 160 votes are won by careful placement of manifestos. You need 101 to win!

This game incorporates simulations of human personalities. The computer-controlled characters' personality attributes are: intelligence, loyalty, emotions, aggression, changeability, ambition and gullibility.

Characters' intelligence increases throughout the game. Feelings of loyalty are simulated too, characters do change their allegiance and you can win them over if you try often enough and hard enough.

Loyalty has an interesting side-effect in that characters feel a certain loyalty for other charcters of their 'kind'. Extremists have a degree of loyalty for other characters of their 'kind'. Extremists have a degree of loyalty for one another regardless of which party they follow.

Emotions are portrayed by how friendly a character is.

The aggression factor measures the likelihood of the character to enter into slurring matches with others.

Changeability reflects each character's likelihood of changing political allegiance and contributes to their loyalty rating.

Initial ambition varies depending on the status of the characters, it can be fuelled by your actions and those of other characters. The more ambitious a character becomes, the bigger threat they are to you if they are not on your side.

Slurrability indicates the effectiveness of any smear attack you may bestow on the opposition.

As Party Leader credibility is of the essence, you must keep it high, if it reaches zero, the game is up

You will find Manifestos (marked "M") which you must take to your party H.Q. to adopt party colours, then drop them in any of the 16 special named locations in the game, this will immediately gain you 10 votes.

Options you can access via the joystick controlled menu include:

Take: This option is automatic from the beginning of play but you may need to reselect after using another option, or after certain approaches by other characters. You can lift tokens or objects this way, but you can only carry four objects any time.

Drop: You may deposit Manifestos in special locations or merely drop objets you no longer require to make room for new ones. Only four objects can be placed on the screen at any time. Also be careful not to place two manifestos on a special location at any time or you will lose one!

Give: You can choose to give incentives or objects to a character. You can control how much you give, remember you can increase supporters' ambitions and make them more able to give orders on your behalf, but you don't want to increase the ambitions of a supporter of any other party! Computer-controlled people will sometimes be quite generous when canvassing for you, so keep a pocket empty for contributions!

Ask: Simple questioning can help you find out about a character, perhaps they may indicate how they intend to vote. Alternatively they may not wish to discuss anything with you.

Slur: You may persuade a person to slur another on your behalf. You must first select who you wish to order, then once they have agreed to comply you must select the person you wish to receive the slurring. This may or may not work for a number of reasons. The loyalty of the character you have ordered towards you is important. They will be meeting others all the time who are bribing and canvassing just like you. Each order has a built-in boredom rating but luckily slurring is the most interesting order you can give. Very intelligent supporters will automatically collect Scam or Gossip or some such "weapon" to aid their slur campaign, but with a less intelligent person you may have to give them such an object.

Canvas: Send your supporters out to rally support for you in this way. You must select a supporter to give the order to and then indicate who the recipient is to be. You can delegate a lot of political leg-work this way. An "undecided" voter will be much easier to persuade than someone committed to another party. You could try sending several people to canvass such a character. When other characters canvass you they may be willing to give you objects they are carrying so keep a spare pocket.

You can force a character to actually resign by reducing their credibility to zero, but this could happen to you too! Any valuables carried by the happless candidate will be deposited as far as possible on the screen they resigned (look for a banana!) on, or elsewhere on the map.

When you select slur and person you are attacking, the screen border will turn yellow for the duration of the attack. Get as close as possible and follow them so you are continually making contact but keep a close eye on your credibility rating!

If you wish to cease you can either run away (but will lose some face in the form of your future slur rating) or press FIRE which allows you to concede. Doing so will cause you to lose your valuables, but at least you'll have some credibility at the end of the day!

Computer-controlled characters can also concede and will relinquish their valuables if the slurrer has enough empty pockets.

Each character is different. Some will never become your followers despite defeat, others will do so grudgingly and others would rather resign than give in!

You can save the game at any time and reload it later. A good feature this as *Election* is a game that will take quite a while to complete.

The characters in the game are thinly disguised cartoon representations of the real people in politics and the media. You'll recognise them when you see them.'

Election! is a lot more fun than watching a party political broadcast and despite being topical will probably outlast your average arcade adventure.

▶ GRAPHICS	7
▶ SOUND	6
▶ VALUE	7
▶ PLAYABILITY	8

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Designed by **Alan Steel,**
developed in collaboration
with **Ian Bird.**

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6

Quartet

▶ MACHINES: SPECTRUM/C64/ AMSTRAD
▶ SUPPLIER: ACTIVISION
▶ PRICES: £9.99 (TAPES) £14.99 (DISC)
▶ VERSION REVIEWED: SPECTRUM
▶ REVIEWER: TIM

Oh dear, oh dear, oh dear. That's about all I feel like saying about this offering from Activision. How to take a good coin-op and ruin it would be a good summing up of this conversion of Sega's multi-player arcade game.

C+VG had one of these machines on our stand at the PCW Show last year and it was tough to keep the readers who came to say hello to the team away from the machine. In fact it was tough enough to get the C+VG team away from the machine.

No-one will be rushing to play the Spectrum version of the game. The best thing I can say is that I hope the 64 and Amstrad versions are better.

Quartet was Sega's bid to catch up with Atari in the multi-player game stakes which began with *Gauntlet*.

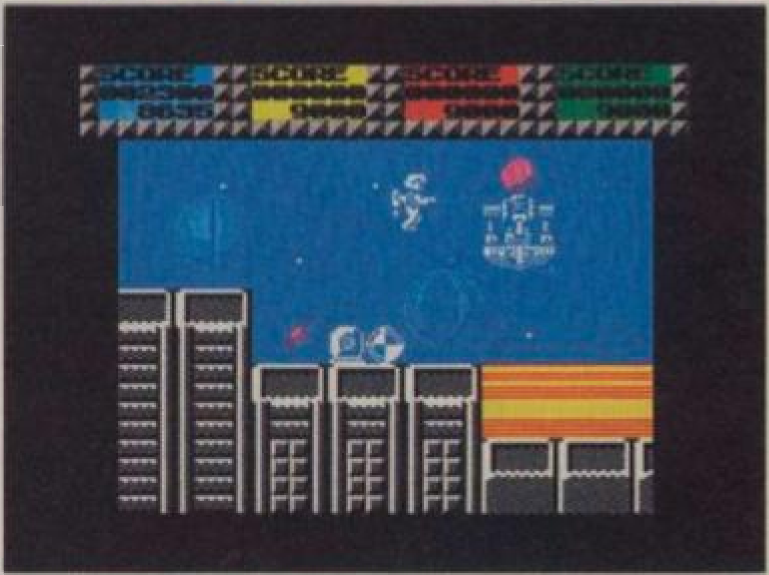
Of course, you can't hope to get four players gathered round a Spectrum — but you can get two. Even with a friend playing along with you it's hard to capture any of the excitment generated by the arcade machine.

Your *Quartet* team member is tiny, just one colour character, but fairly well animated to give it its due. The backgrounds are multi-coloured but boring, and the nasties are often hard to pick out against them.

It's also pretty easy to defeat the enemies and collect the keys which take you through the exit doors and on to further levels in the game. I got up to level eight in the first sitting.

The only reason I got no further was that I found myself stuck behind a series of awkward barriers after picking up a jet-pack.

The jet-pack stops you being able to crawl — so there I stayed until time run-out. I almost didn't go back for another crack



▶ MACHINE: C64/SPECTRUM/ AMSTRAD
▶ SUPPLIERS: ACTIVISION/CRL
▶ PRICES: £9.99 (TAPE) £14.99 (DISC)
▶ VERSION TESTED: C64
▶ REVIEWER: TIM

When you first load up *Wonder Boy* you'll be forgiven for thinking — hmmm, what's this! But give it a chance. Get through the first level and you might just find yourself getting hooked by this cute little game.

I must admit, here at *C+VG*, we'd all been thoroughly spoiled by playing *Super Mario brothers* on the Nintendo Games Systems — and *Wonder Boy* is in the same mould. So when you go back to a similar style game on the 64 you approach it with different feelings.

Wonder Boy starts off on a long, hazardous journey, his ultimate mission to rescue his girlfriend Tina, kidnapped by the evil King. King lives in a faraway place, across seven trecherous territories. Each territory is made up of four lands, each land consists of four areas.

When you have reached the end of each territory you will have to defeat a mad Ogre to progress to the next level.

On your way, jump over various obstacles including boulders and bonfires and kill attacking nasties such as bees, snakes and killer frogs.

Whenever you see a giant egg, open it, as it will always *have something for you such as* a skateboard or a fairy who may protect you for a while.

Do not forget to boost your strength and collect bonus points by *eating exotic fruit or* junk food.

At the top left of the screen the number of lives remaining is shown. Just beneath this there is a box which will display the stone axe when you have picked it up.

Immediately to the right of the box are three icons representing the first three lands; upon completing a land the icon for that land will light up.

When the last of the three icons is lit, they will scroll off revealing a new land to be completed.

Mid-way at the top of the screen your score and the highest score achieved are shown. Under this is your Vitality Meter which may be topped up by collecting objects or finishing a land.

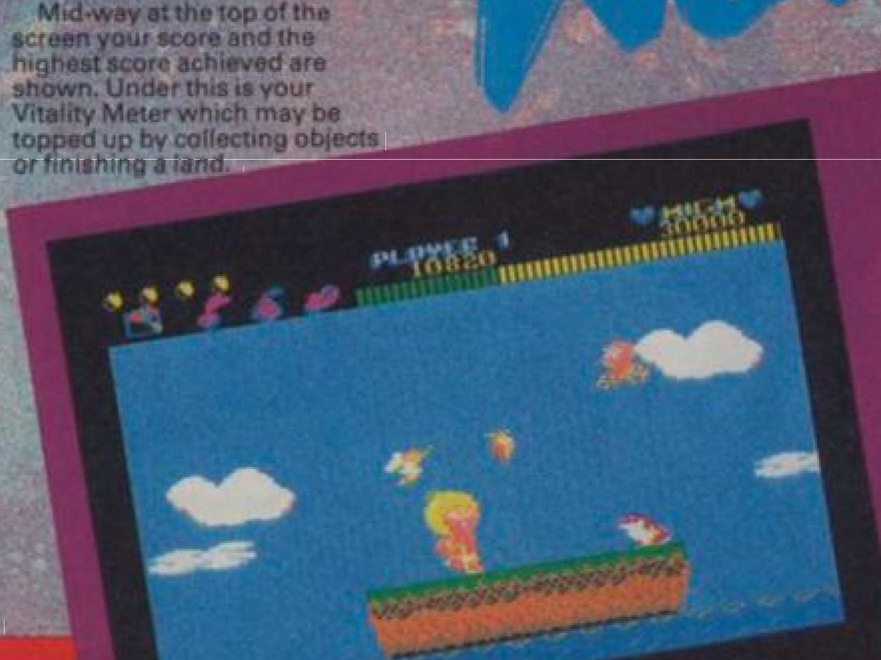
You must get to the end of a land before this reads zero. Any vitality you have left at the end of a land will be converted into *a bonus score.*

You'll find useful objects inside eggs — like the stone axe or a fairy (!) who will protect you for a while before flying off.

You lose items when you've killed — and if you die and lose the axe you might as well forget about continuing. It's a vital bit of equipment and you just won't be able to go beyond the first territory without it.

There's a frog who needs a *good hammering before he* gets out of your way near the end. This makes the game frustrating — it's no challenge if you lose a life early on and KNOW you just can't get any

Wonder



at the game.

It's also difficult to tell just what the objects which you collect actually do for you — apart from the "shield" which makes you flash a bit to indicate that you are invulnerable for a while.

It doesn't seem to make much difference which character you chose to play. Edgar, Mary, Lee and Joe seem to have identical powers and look the same on screen as well.

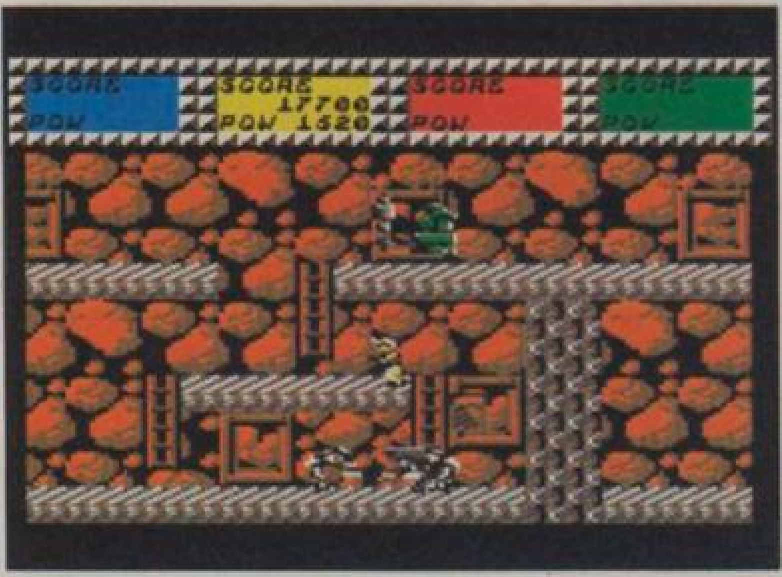
Quartet on the Spectrum could just win the prize for the worst coin-op conversion so far this year. It definitely wins the prize for the naffest cassette artwork.

And the price! £10? No way José. These days I reckon Mastertronic would think twice about putting a game of this quality out at budget prices.

To be fair, we haven't seen the 64 or Amstrad versions. If they are any better we'll let you know.

Such a shame, after the excellent *Enduro Racer* we were expecting great things.

- GRAPHICS 4
- SOUND 2
- VALUE 3
- PLAYABILITY 3



further whatever you do.

So look before you leap and go slowly, eating ALL the food you can find. Your vitality shrinks rapidly — effectively giving a time limit for each territory.

When I first found the fairy I didn't know what to do with it — but you can walk through nasties unscathed while it hovers overhead.

Joystick controls are a bit awkward — you don't press the firebutton to jump — just push the stick up. This doesn't sound too difficult but, strangely enough, *it* is.

And when you've mistimed a jump and lost the axe, you're just about ready to throw the stick through the screen!

If you liked the coin-op then you probably will enjoy the computer version. It's a bit too cute for my taste — the sort of game your sister would like!

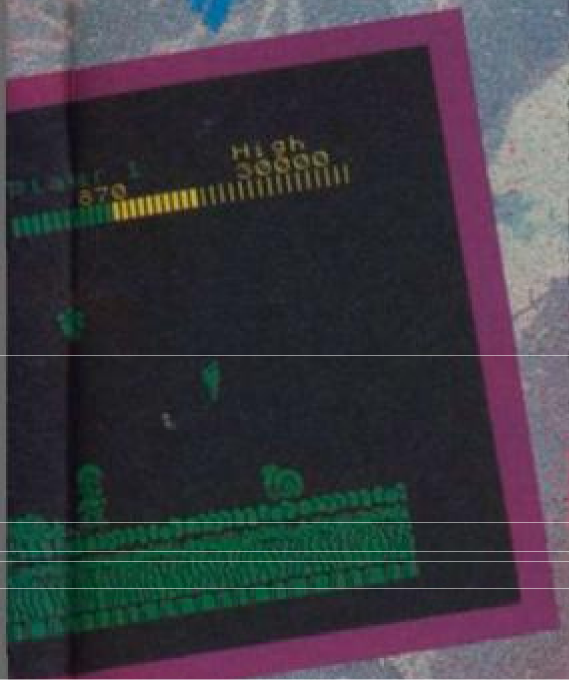
The graphics are of the "pretty" variety — and the animation of the *Wonder Boy* character is pretty dodgy, on the C64 version. All that moves are his legs.

Reasonably addictive and pretty playable. And miles better than the 64 version of *Enduro Racer*, Activision's last coin-op offering. Commodore owners should give it a whirl but a tenner for a Spectrum game?

Don't think you'll get many takers at that price.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

Boy



- MACHINE: SPECTRUM/CBM 64/AMSTRAD
- SUPPLIER: HEWSON
- VERSION TESTED: SPECTRUM
- PRICE: £7.95 (SPECTRUM, £8.95 (CBM/AMSTRAD)
- REVIEWER: PAUL

Exolon

It looks good, it plays good and by golly it is good. *Exolon* is the best of the current crop of Hewson games.

It's a little like Hewson's *Gunrunner* to look at. You control a spaceman armed with a gun and a rocket launcher strapped to his back. The aim is to rid the planet of marauding aliens.

The spaceman must continually move to his right, encountering aliens, obstacles, land mines, hammers that erupt from the ground and "birth pods" which, when destroyed, spew the deadly spawn into the atmosphere. There are also extra rockets and bullets to be picked up.

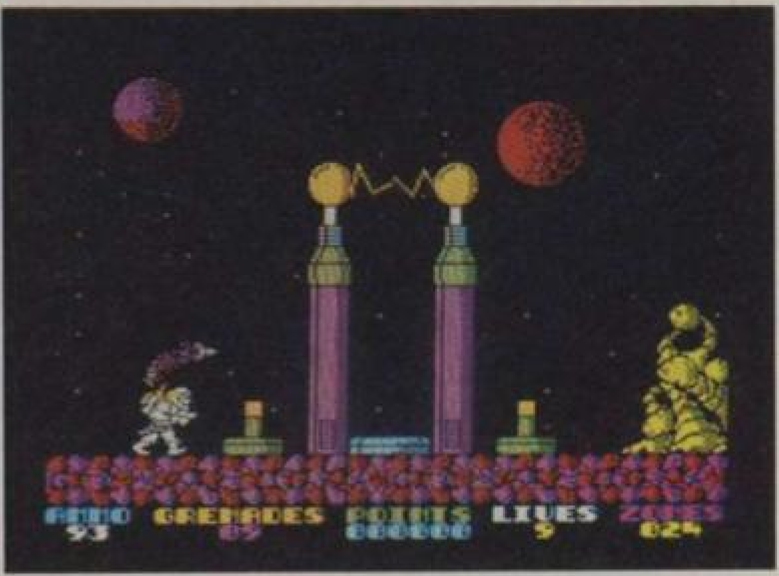
The way the rockets are launched off his back is really impressive and the resulting explosions are some of the best I've seen on the Spectrum.

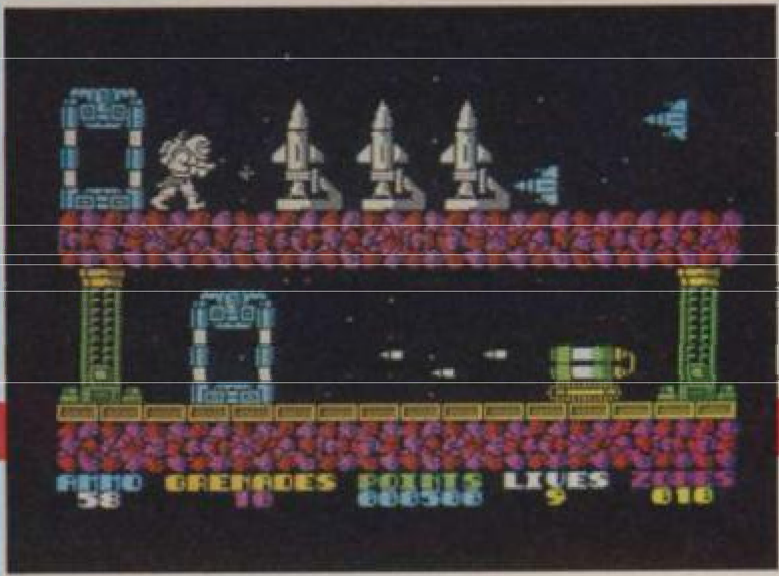
The spaceman has to duck, dodge, jump and blast his way through the aliens.

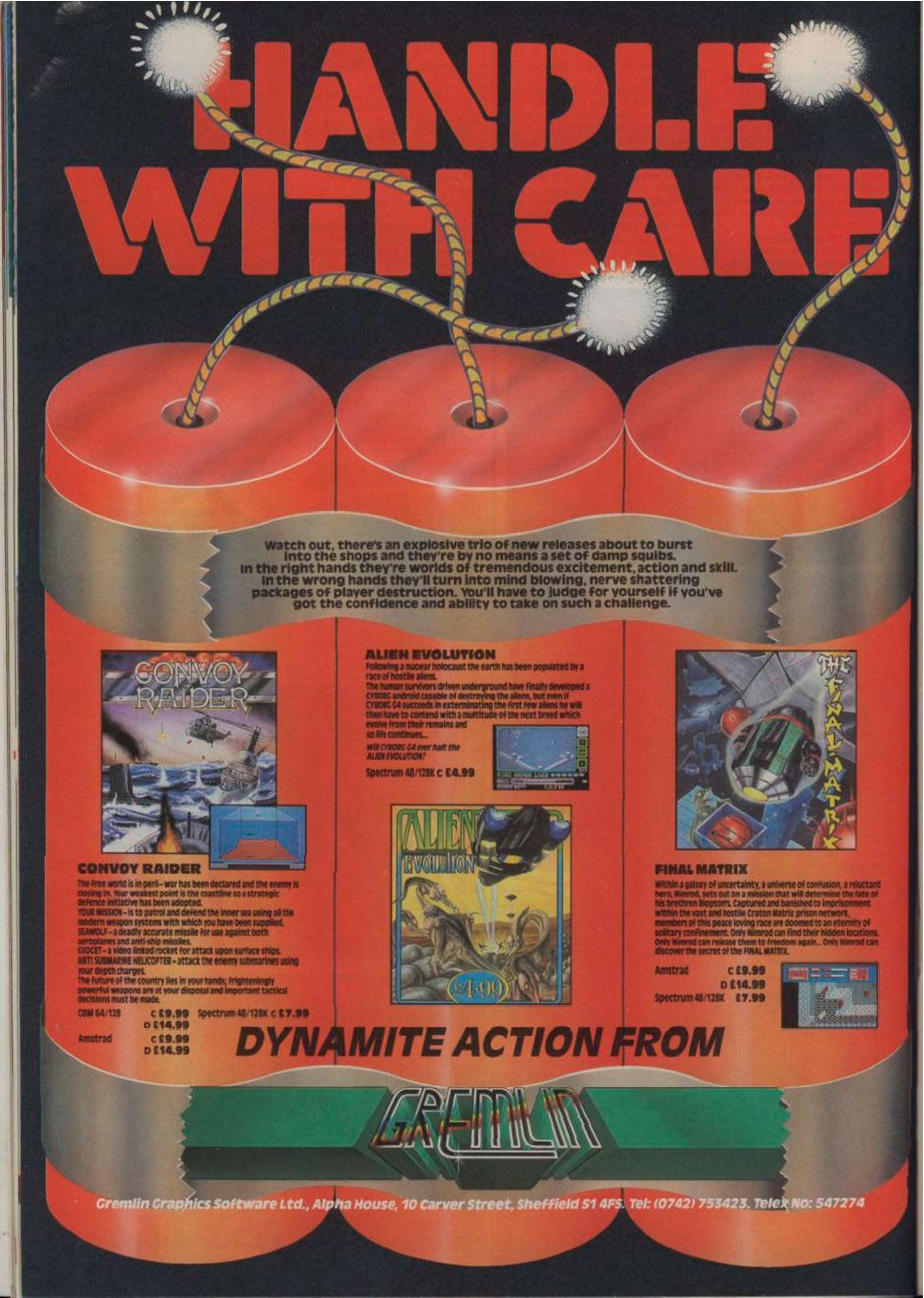
The plot outline is fairly simple but the game itself is very addictive to play. The graphics are excellent.

C+VG HIT!

- GRAPHICS 9
- SOUND 7
- VALUE 9
- PLAYABILITY 9







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Micronaut

- **MACHINE: SPECTRUM**
- **SUPPLIER: NEXUS**
- **PRICE: £8.95**
- **REVIEWER: TIM**

Hey, there's something wrong here! This game isn't a coin-op conversion. It doesn't feature characters from a TV cartoon. It doesn't feature characters to do with a new film. *Some mistake surely?!*

Tell you what though, it is a cracking mixture of action and strategy and features some of the most stunning 3D I've ever seen on the Spectrum.

Peter Cooke can be relied upon to produce original and challenging games and he's done it again with *Micronaut One* — set inside a massive Biocomputer riddled with enough pests to keep Rentokill in business for at least a couple of light years.

Play the game and you become a member of the Guild of Equalisers, formed to protect the asteroid based biocomputers from infestation.

As with all systems, the biocomputer has predators, the Scrim, a mutated descendent of the fruit fly, Drosophilia.

The Scrim live in the Tunnels, feeding on free energy and thriving on the warm and damp enviornment. As part of their work Guild must keep the tunnels clear of Scrim eggs and webs.

The Scrim has a three stage life-cycle in the tunnels. Eggs are laid by adult Scrim. They are very strong and usually impervious to the Guild's weapons.

The eggs grow very quickly in the energy rich tunnels and continue to feed until they split and form the fully adult Jellyfly.

Jellyflyers are fast moving and will search for a section of tunnel to build an energy web and lay their eggs to begin one lifecycle all over again.

The objective of the game is to rid the tunnels of any Scrim while maintaining the energy.

When all the Scrim have been eliminated in a tunnel complex the Guild will transfer you to a more unstable and heavily infested area.

To begin life as a Guild member, move the arrow to the Play option on the main menu and press fire. The screen will clear and a new set of options will appear, the game menu. You'll see View, Map, E.T.U., info, Pad, and Misc. options at the top of the screen.

Select the View option. The top of the screen, the viewscreen, will show you view of the tunnels. Now left, right, up and down will move you ship about through the tunnels and fire will fire the ships weapons. In addition the keys Q *and W allow you to move up* and down in the tunnel to avoid obstacles.

Below the viewscreen are the ship's instruments. A small rectangular window, the scanner shows the tunnel section that you are in, the direction that you are facing, the time and whether your weapons are targetted.

Below the scanner are three bars. The first shows the ship's speed, the second ths ship's energy level and the third is a message window for information about the Biocomputer.

The next menu is Map. This shows a map of the tunnels which wraps round the screen and can be scrolled from left to right.

Your position is marked by a X and you can also set a marker to any section simply by pointing at it and pressing fire.

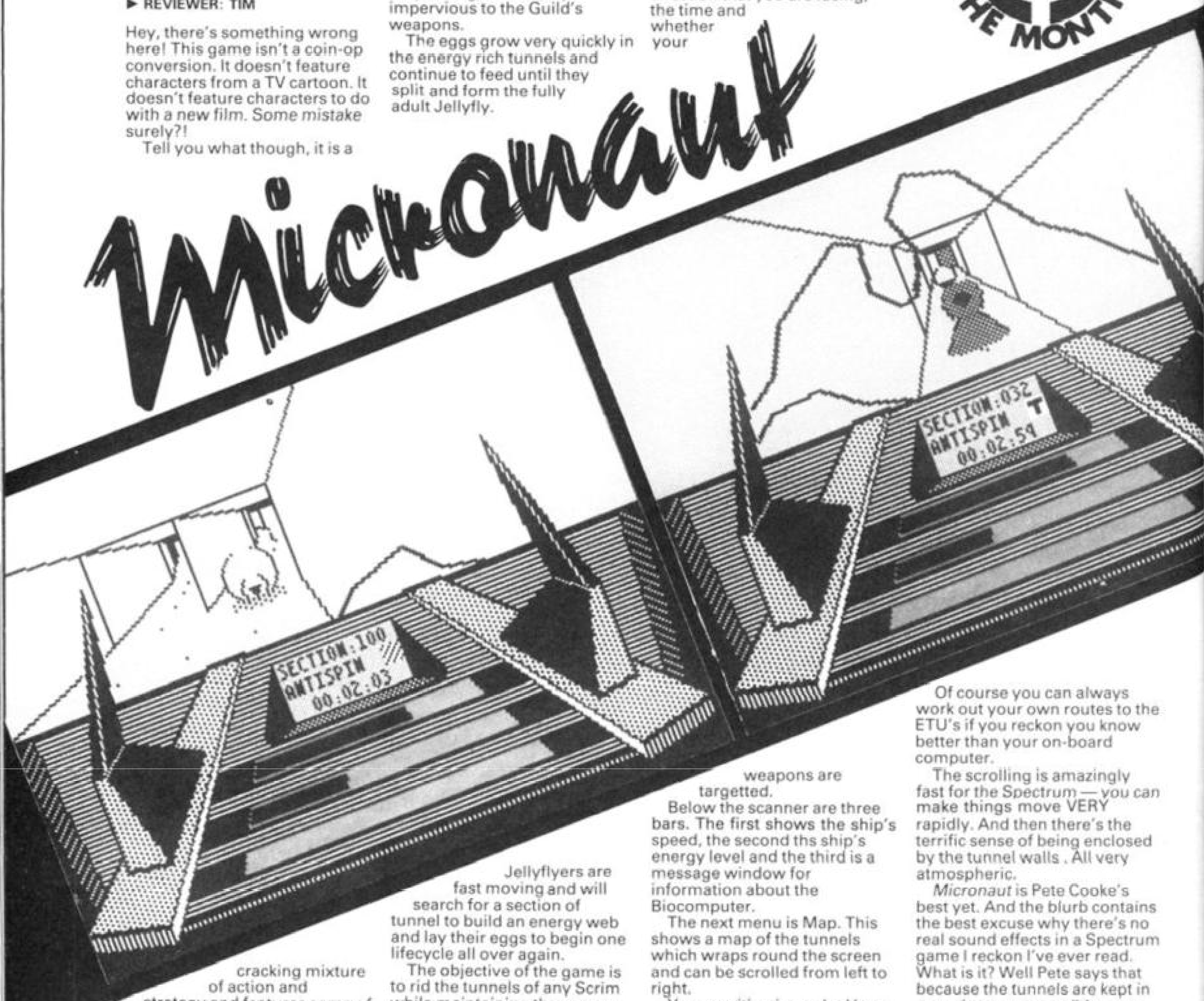
These markers are used by the ships Navigational Locking System (Nav.Lock on the map menu bars) to calculate a route for your ships to anywhere in the tunnels.

The E.T.U. menu shows the energy levels of the four Energy Transfer Units in the tunnel complex.

The Info menu simply gives an overview of the biocomputer and provides a valuable identification chart for the differing life stages of the Scrim.

There are several extra options available on the main menu.

GAME OF THE MONTH



Of course you can always work out your own routes to the ETU's if you reckon you know better than your on-board computer.

The scrolling is amazingly fast for the Spectrum — *you can* make things move VERY rapidly. And then there's the terrific sense of being enclosed by the tunnel walls. All very atmospheric.

Micronaut is Pete Cooke's best yet. And the blurb contains the best excuse why there's no real sound effects in a Spectrum game I reckon I've ever read. What is it? Well Pete says that because the tunnels are kept in a semi-vacuum condition you wouldn't be able to hear much. Nice excuse — great game.

▶ **GRAPHICS**	**9**
▶ **SOUND**	**5(FOR CHEEK!)**
▶ **VALUE**	**9**
▶ **PLAYABILITY**	**9**

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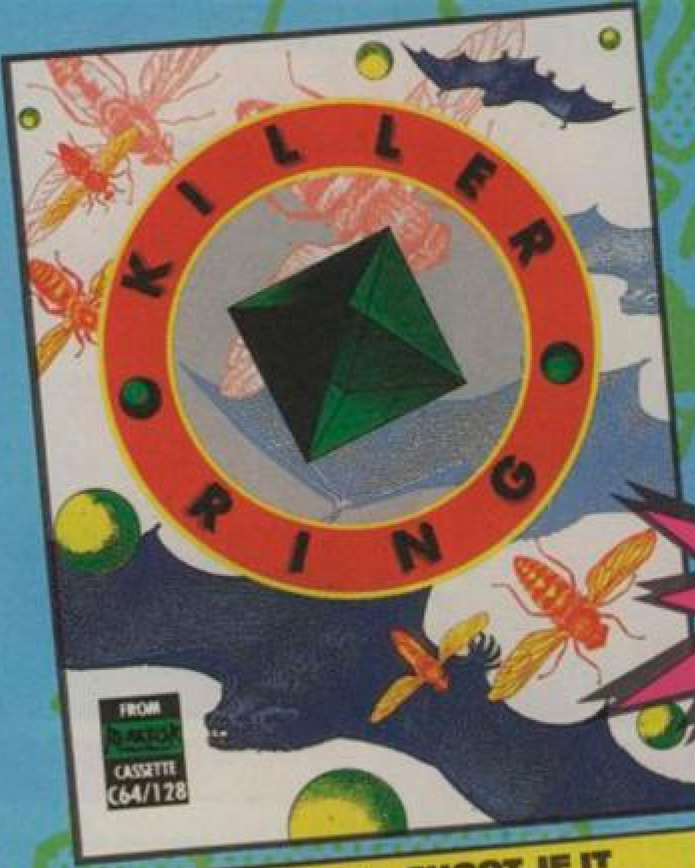
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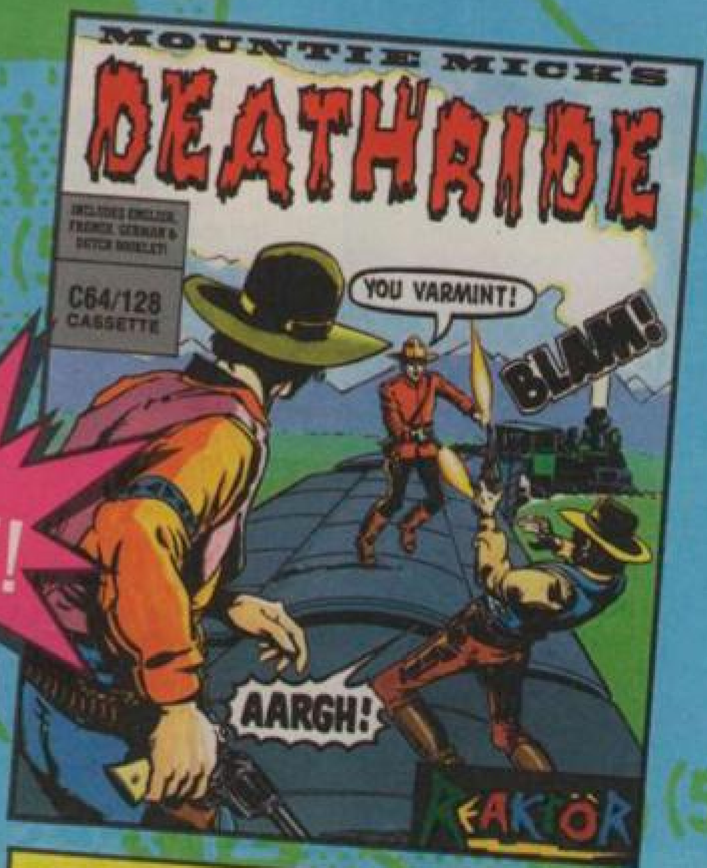
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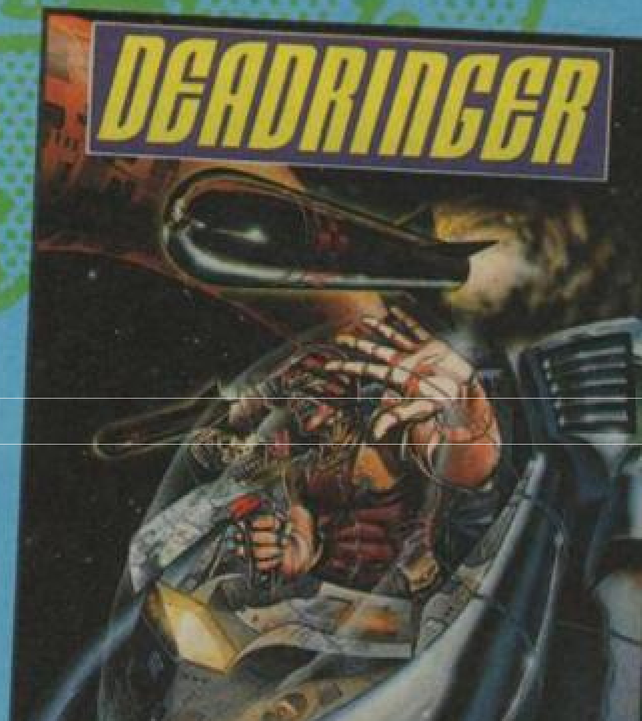
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Max Torque

► MACHINE: C64/128
► SUPPLIER: BUBBLE BUS
► PRICE: £8.95 (TAPE) £12.95 (DISC)
► REVIEWER: CHRIS

Verooom! Let me at it. This must the closest anyone has got to putting that ace arcade game *Hang-On* onto computer. *Max Torque* is a pretty straightforward bike racing game — but it's fast and lots of fun.

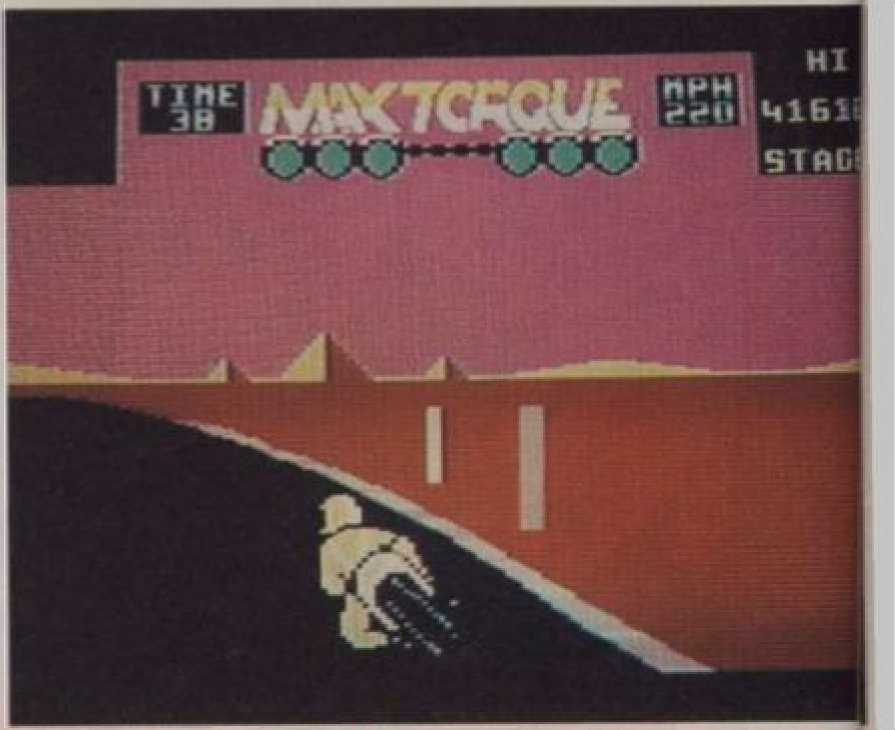
And you don't have to go through all that boring multi-load business that *Super Cycle* — the US Gold game — put you through.

You race across varying types of track with different colourful backgrounds, always against the clock. There are six sections of track to complete — finish a section and you'll get a points bonus — as in *Enduro Racer/Hang-On*.

Fail and the game shows you the complete track with an indication of just how close you were to the finish line — again like the arcade machine.

Other riders aren't very friendly. They try to bump you off the track. You can pull spectacular wheelies off the start line and on the track — but always remember to get your bike into the right gear otherwise you'll end up struggling along and failing to finish.

Watch the top left hand side of the screen for arrows which indicates what sort of corner you're about the encounter — a sharp left or long right for example. But don't take you're eyes of the track for too long or you might find yourself running out of road, or being hit by an



Plasmatron

C+VG
HIT!

► MACHINE: C64
► SUPPLIERS: CRL
► PRICE: £9.95
► REVIEWER: TIM

Hey guys, I'm begining to suffer an advanced case of firebutton finger! This month it seems that that the shoot-'em-up is striking back. But then, has it ever really been away. *Hades Nebula, Mag Max* and now *Plastmatron* — all action packed blasters, all released this month, and all for the 64.

I'm about to overdose on shattered alien spaceships. Normal service will be resumed as soon as possible. . .

Meanwhile back at the game, you find yourself piloting a Plasmatron starfighter on a spy mission. Your task is to check out alien lifeforms on a deserted empire colony.

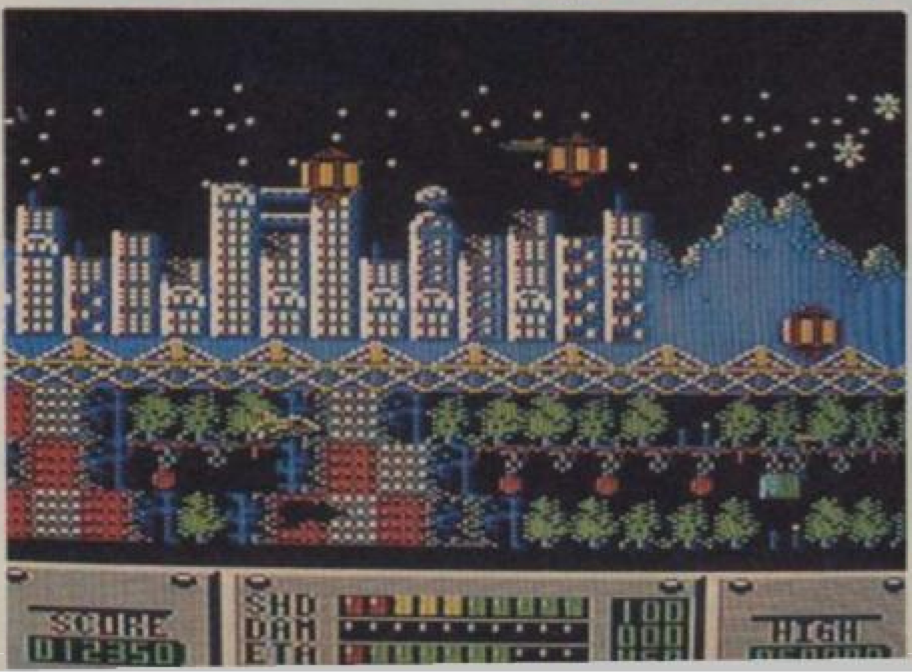
They said it was going to be a piece of cake this mission. They said nothing violent would happen. They were telling big porkie pies!

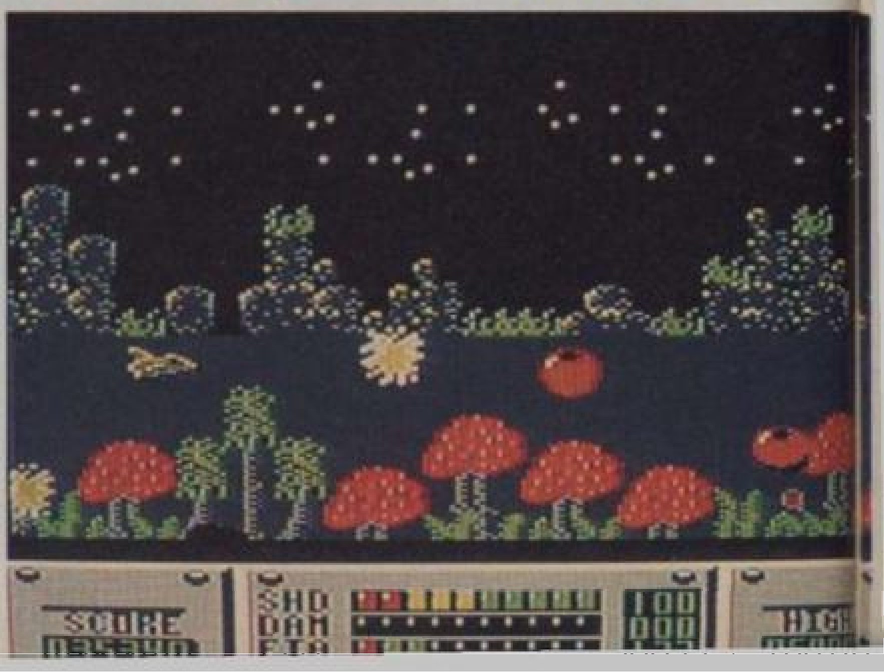
These aliens are hoslite "Hoslite"? Well that's what it says in the blurb — maybe we've had an onboard computer malfunction here captain — maybe they mean hostile. Either that or it's an alien word for something worse than hostile.

Which could be closer to the truth than you think 'cos these aliens come at you thick and fast across an extremely attractive scramble-style background. Lots of different aliens and lots of different scrolling 3D style backgrounds.

The good news is that your *Plasmatron* is protected by a shield. The bad news is that it gets damaged by collisions with enemy craft and laser fire.

Effectively you only get one life — which is a bit annoying really. You think you're doing well and then suddenly warning bleepers go off and your trusty





opponent.

The bike is tricky to control. Small joystick movements are required here — if you are too heavy handed you'll end up taking a tumble.

Line yourself up and lean into the corners with one jab on the stick, pull out and head down the straight with another. Any more and you'll be weaving over the road.

Once on the bike animation is excellent. The rider's head moves in time with movement of the bike and little puffs of tyre smoke come from the "tyres" and "Hang On" — all to spur you on to greater speeds.

Programmer Martin Webb has put together an excellently presented and fun to play race game. Great graphics, good sound, good game.

► GRAPHICS	8
► SOUND	8
► VALUE	9
► PLAYABILITY	9

Plasmatron disintergrates around you.

Keep an eye on your shield level by checking out the "powermeters" situated at the bottom centre of the screen.

Here you'll also see your damage-o-meter, distance to end of level plus laser temperature read-out.

Learn the movements of the aliens, stay in the centre of the screen to allow yourself more room to move and if your shield gets too low find a safe place — try the top left hand side of the screen — to take a rest and allow your shield to rebuild itself.

Beware of the aliens that take more than one hit to finish off. There's some nice intro music — ripped off from The Planets — but you have to make do with sound effects while you play.

The worst thing about *Plasmatron* is the irritatingly long computer controlled take-off sequence at the start of each game. Nice the first couple of times, but boring once you're itching to get blasting.

Plasmatron is a good looking, fairly addictive blaster. It won't knock you back on your heels when you first load it up — but if you're a zap addict you'll enjoy the challenge. Check it out.

► GRAPHICS	9
► SOUND	8
► VALUE	7
► PLAYABILITY	8

Mag Max

- ► **MACHINES: SPECTRUM/C64/ AMSTRAD**
- ► **SUPPLIER: IMAGINE**
- ► **PRICE: £7.95 (SPECTRUM) £8.95 (C64/AMSTRAD)**
- ► **VERSION TESTED: C64**
- ► **REVIEWER: TIM**

Fancy changing the destiny of a whole planet? Not an offer that comes your way every day, is it? But *Mag Max* gives you the chance to save a world from the evil Mechanoids. Haven't we just had an election to do much the same thing? Enough of this biting social satire — on with the review.

Mag Max, if you remember, was advertised ages ago, but like many a game failed to appear on schedule. But now this conversion of the Nitchibutsu (*Bless you!*) coin-op is here and raring to take you on a zap-packed adventure.

The game is set on a once civilised planet which has been destroyed by the awesomely nasty Mechanoids. They are the sort of people who like ripping the tops off flowers as they walk past your front garden.

Which is what happened on the planet where the Mag Max project was being carried out. Mag Max, an advanced robot with more deadly gizmos than a food processor, was created by the Sci-Corps who, when threatened by the Mechanoids, buried bits of Max all around the planet. They left the main bit in a secret bunker.

The Mechanoids went about spitting horrible laser death joyfully unaware of Mag Max sitting waiting to pounce.

And this is where you come in. You control the mighty robot and direct his attack on the mean old Mechanoids. Guide him across the surface of the planet, and through underground passages, searching for his long-lost spare parts.

You begin by flying the main bit of Max over the 3D perspective surface of the planet — full of animated hazards, pillboxes and flying mechanoids.

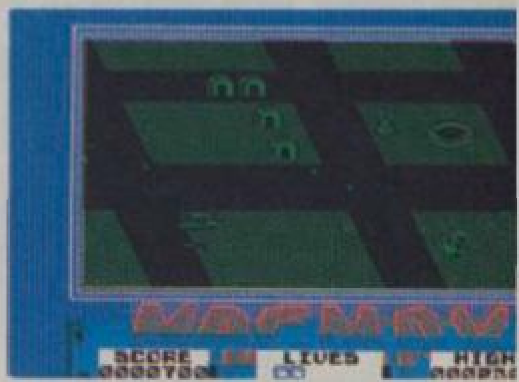
Your best bet is to grab the body section you see waiting by a crater and then dive underground to familiarise yourself with the controls and idea of the game.

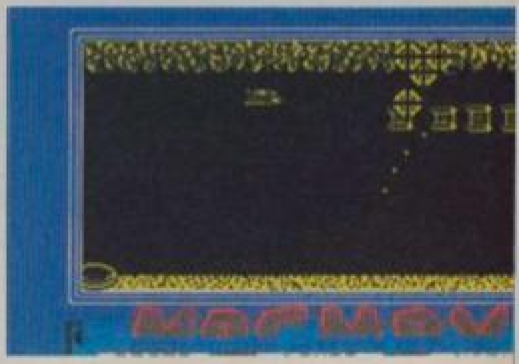
The underground sections are pretty straightforward, horizontally scrolling shoot-'em-up. But watch out for the homing missiles fired by the various types of aliens you encounter.

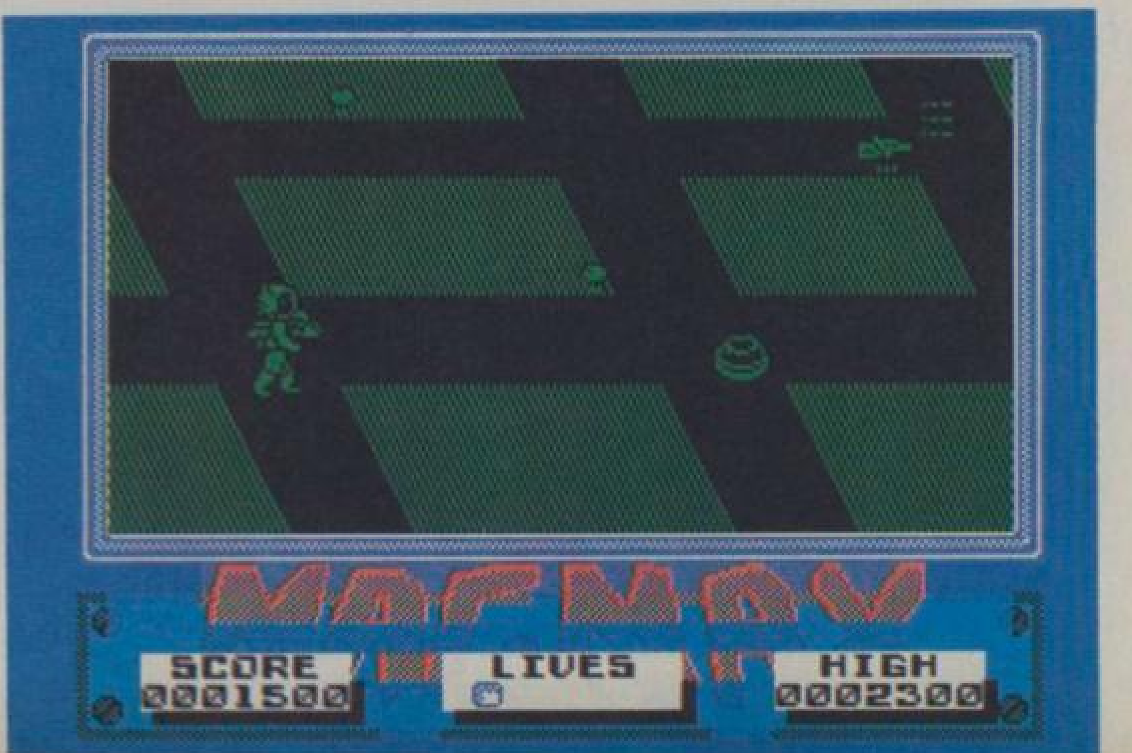
Collect more parts of Mag Max — you'll find them scattered around at pretty regular intervals — then find a hatch which leads back to the surface and have a crack at the more difficult surface defences with your increased firepower.

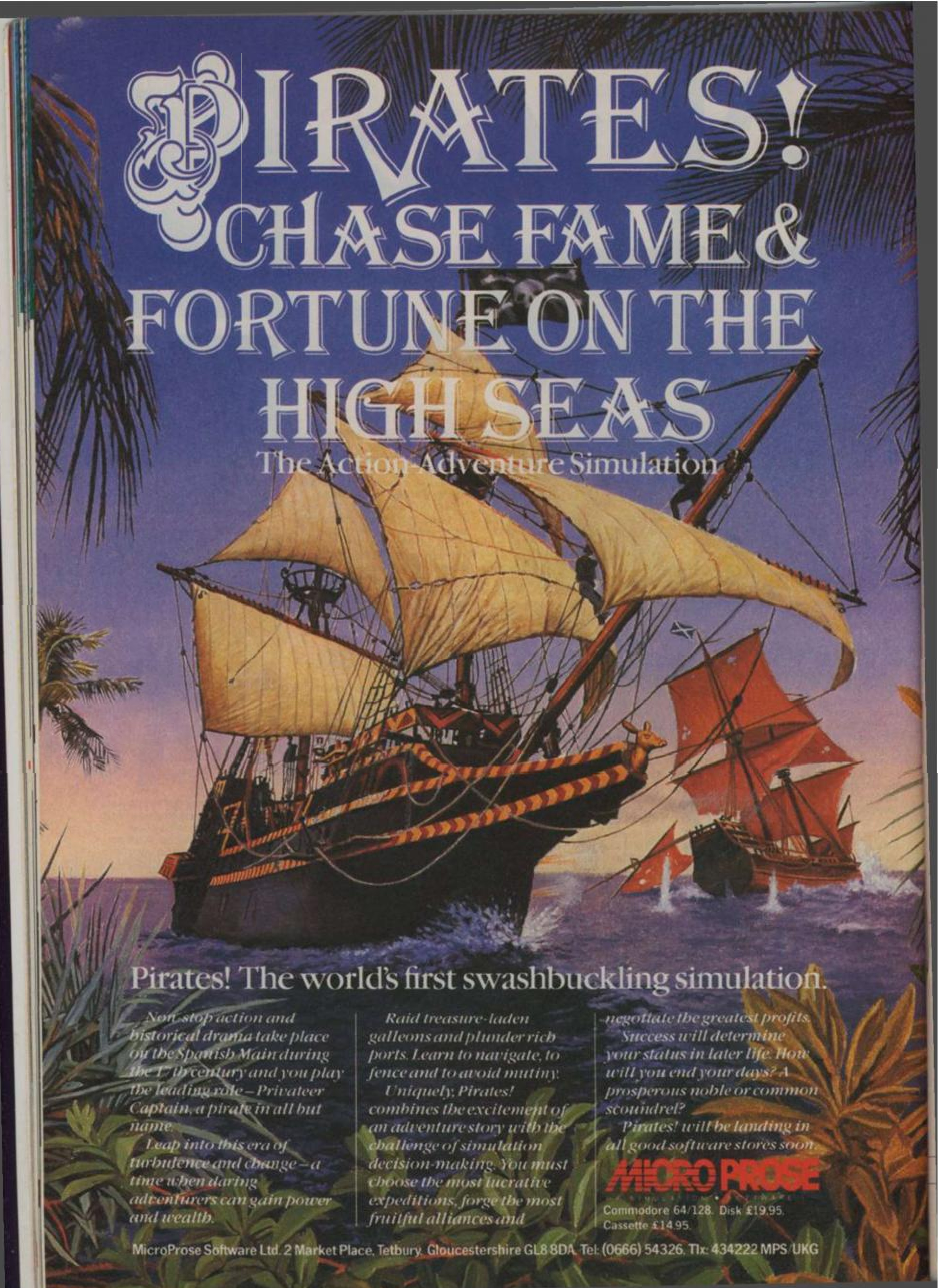
By no means a classic — but well presented, with good graphics, nice sound. It's also very challenging and very playable.

► GRAPHICS	8
► SOUND	8
► VALUE	9
► PLAYABILITY	9





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Uranians

- MACHINE: BBC/ELECTRON
- SUPPLIER: BUG-BYTE
- PRICE: £2.99
- VERSION TESTED: BBC
- REVIEWER: NICKY

If you like budget shoot-'em-ups, this is for you. Otherwise forget it. There's not much to this game — a pretty basic screen scenario, a lot of aliens to zap, and that's it.

Basically, there are all these aliens coming to attack your base. Four different types of them, to be exact. They drop a lot of bombs and are prone to vanish unexpectedly. You scurry left and right at the bottom of the screen, firing your laser up at them. There are only three keys to worry about — right, left and fire.

Complications — and there aren't many — include satellites, which suddenly appear and drop bombs. And the alien mothership is prone to release smart bombs, which more or less paralyse you for several seconds.

It's a pretty average game. The main thing it has going for it is speed — it's very fast. But there are several irritations. First, it is one of those unwieldly programs which load in several sections, which means you can't go away and make some tea while it's going on.

Second, and more serious, it's liable to crash in such a way that you have to reload from scratch if you want to continue.

Frankly, I have seen better.

► GRAPHICS	6
► SOUND	6
► VALUE	6
► PLAYABILITY	5

Firetrack

- MACHINES: BBC/B+/MASTER
- SUPPLIER: ELECTRIC DREAMS
- PRICE: £2.99
- VERSION TESTED: BBC
- REVIEWER: NICKY

Feeling murderous? Like to go out there and blast away at everything in sight? You'll love *Firetrack*.

Yes, it's another zipping through space/guns blazing/tally-ho shoot-'em-up, with the usual feeble plot to justify the mayhem. It seems you're a 22nd century space pilot caught up in the pirate wars, and your job is to destroy the colonies of the 'Pirate Industrials'. You've also got to find a mysterious White Light before the baddies do.

In other words, you go out there and blast everything in sight.

I gasped at the game instructions, which at first reading seemed very complicated. The playing tips were enough to frighten me off. But you actually get to grips with the action very quickly. You view your ship from above and the ground scrolls down the screen below you. The trick is to negotiate your way round the hectic airspace, with your finger firmly on the firing button.

You can use keyboard or joystick, but whichever you choose your trigger finger will suffer. Fortunately you can give it a rest by using the auto fire facility.

Firetrack may be nothing new, but it's an excellent variation on a tried and trusted theme. The game was created by Orlando, so it's no surprise that the graphics are smooth, fast and colourful. There are plenty of different scenarios to add interest.

And watch out, it's addictive. Your nerves will be in tatters after a few games. If you like you action fast and furious, with a dash of variety, add *Firetrack* to your collection without more ado.

► GRAPHICS	9
► SOUND	7
► VALUE	8
► PLAYABILITY	8

Spy vs Spy

- MACHINE: CBM 64
- SUPPLIER: DATABYTE
- PRICE: £9.95
- REVIEWER: PAUL

Chill out, man. It's those MAD spies again, turning the arctic into a snow go area for espionage.

If my memory serves me well this is the third of the *Spy vs Spy* games and *Artic Antics* is more of the same. Databyte has certainly taken its time bringing this one out but, judging from the response of our recent Spy vs Spy competition, there's still a great amount of interest in it.

Once again it's the white spy versus the black spy in a mission to be the first into outer space.

The race is on for each spy to collect a space helmet, navigation chart, uranium cube and the "master carrier" before entering the rocket for blast off.

As before the spys move around they brave blizzard, bears, penguins, can indulge in snowball fights, deadly icicles etc.

Each spy can lay traps for the other — such as sawing holes in the ice, making ice-patches and even blowing your opponent up. Running along the bottom of each screen is the "trapulator" which displays the items eacy spy has managed to collect. The screen display on my instruction sheet included an icon for snowballs.

As with the others, it's playable, and great fun. I spy another winner.

► GRAPHICS	8
► SOUND	8
► VALUE	8
► PLAYABILITY	9

Hunkydory

- MACHINE: BBC/ELECTRON
- SUPPLIER: BUG-BYTE
- PRICE: £2.99
- VERSION TESTED: BBC
- REVIEWER: NICKY

As climbing-around-the-screen type games go, this is tolerable. Particularly if you don't like spending a lot of money.

It's familiar stuff. You control Dave the Dungaroid in his attempt to escape from prison in which there seems to be just one prisoner (him) and a host of aliens.

So off you go, clambering around 20 screens, jumping between platforms, using lifts and so on. The action is not very fast, it's more a question of planning your route and good timing, rather than lightning reflexes. The main innovation seems to be the fact that you can fall as far as you like without killing yourself.

The graphics are a bit crude and blockish, but colourful and lively with busy screens. There's a jolly tune, too, and a hi-score table.

► GRAPHICS	6
► SOUND	7
► VALUE	7
► PLAYABILITY	7

Starquake

- MACHINE: BBC
- SUPPLIER: BUBBLE BUS
- PRICE: £9.95 (TAPE), £11.99 (DISK)
- REVIEWER: NICKY

This is the BBC version of a game that scored a hit in other versions. And it's good stuff, a combination of *Repton*-like maze and fast arcade action.

You control Blob, the Biologically Operated Being, whatever that means. His dauting task is to rebuild an unstable planet from within, to stop it exploding and destroying the universe.

This is the thin excuse for a lively adventure in which you explore a vast maze (500 screens, says the blurb), meeting a host of objects and aliens. You can move left and right, fire at nasties, pick things up, and lay bridging platforms. The only use I could find for this latter feature was to propel Blob upwards. You can define your own keys, and there is a joystick option.

Features include anti-gravity lifts, pyramids, secret passages, teleports, lunar undergrowth and a lot of other things I either didn't encounter, or failed to recognise. This is one of those games which you have to play for a long time to find out what's going on, what you're supposed to be doing, and what all the weird and wonderful objects are.

The graphics are pretty good, nifty with smooth animation. The maze design reminds me of *Repton*, with gravity. The sound is lively, too.

Now if you'll excuse me, I have a planet to rebuild . . .

► GRAPHICS	8
► SOUND	7
► VALUE	8
► PLAYABILITY	8

Despotic Design

- SUPPLIER: ERE INFORMATIQUE
- MACHINE: AMSTRAD CPC RANGE
- PRICE: £9.95/£14.95
- VERSION TESTED: AMSTRAD DISK
- REVIEWER: DAVID

Yet another isometric arcade adventure from the people who brought you *Get Dexter*, *Doomsday Blues*, and *Bactron* to name but three. But, like these others, *Despotik Design* has enough originality to set it apart from its stable-mates.

The game finds you in an underground lair, deep beneath the world, where an evil adventurer has pirated a number of programs which he is using to produce nasty cell clones — sounds simple enough!

Apart from the various entrances and exits that you can use, each room contains three special doors, which are used exclusively by the creation modules, which always enter through the yellow door, are then deflected by various arrow blocks and leave through the red one.

Although the game has a few rough edges in the playability dept., the idea of moving elements around the screen to alter the movement of the modules, works well. Combine this with a simple, but effective, tutorial and all manner of nasties, each with it's own specific brand of nastiness, and you have a crisp and colourful game that should keep you off the streets for a few days.

► GRAPHICS	8
► SOUND	7
► VALUE	7
► PLAYABILITY	6

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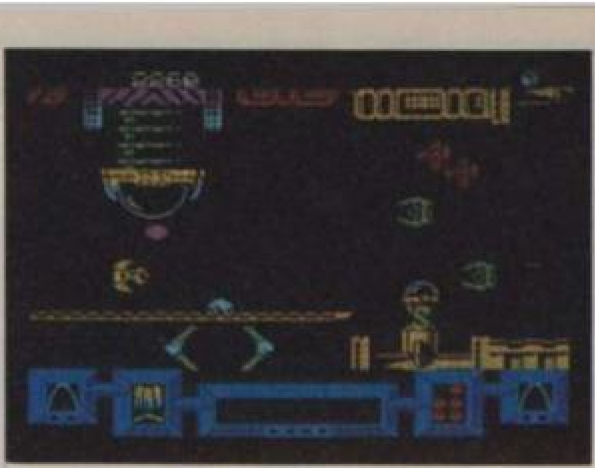
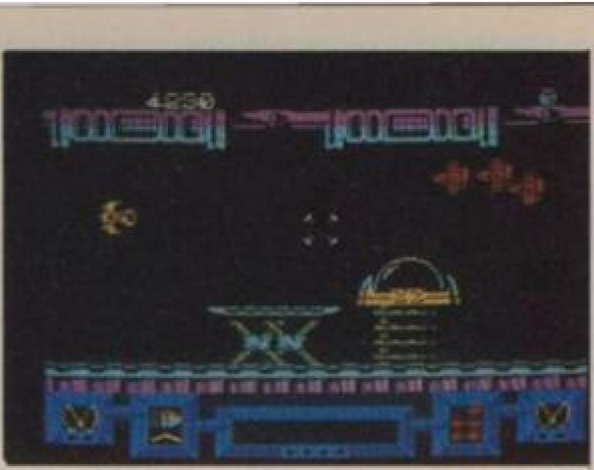
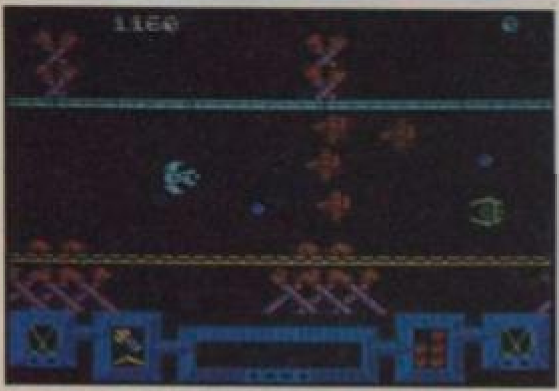
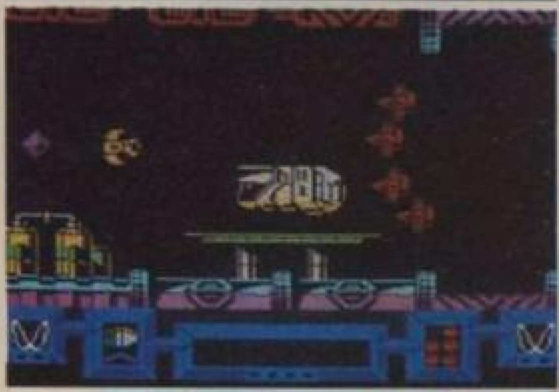








Zynaps

- **MACHINE: SPECTRUM/CBM 64/AMSTRAD**
- **SUPPLIER: HEWSON**
- **PRICE: £7.95 (SPECTRUM), £8.95 (CBM/AMSTRAD)**
- **VERSION TESTED: SPECTRUM**
- **REVIEWER: PAUL**

Zynaps is the work of Dominic Robinson, the wizard behind the Spectrum conversion of *Uridium* — the game nobody thought would make it to the Speccy. The job he did was nothing short of brilliant.

And so to *Zynaps*. Well, it looks good, plays well but it won't break new grounds for originality.

What you've basically got is 450 screens of sideways scrolling shoot-'em-up set in deep space, packed with aliens, rockets, missiles and all the traditional ingredients. Ultimately, you've got to reach the alien stronghold.

You fly a Mark One Scorpion Attack Fighter, equipped with the ability to find and pick up additional weapons and scoop up fuel from wrecked craft.

The Scorpion's main drive units operate at four power levels ranging from low power for delicate control in tight spaces, to a maximum setting for high-speed combat in deep space.

Weapons available are:

Pulse lasers — good for heavy-duty alien blasting. These wing mounted lasers also have for power settings.

Plasma bombs — Two independent bomb throwers provide awesome destructive power against ground-based targets.

Homing missles — These self-propelled missiles carry scaled-down planet-busting warheads and, once locked onto target, will destroy almost any large alien craft.

Seeker missiles — The ultimate in intelligence weaponry. Seeker missiles carry automatic target acquisition circuitry designed to lock onto any target they are able to destroy.

The fuel scoop — provides the power to activate the Scorpion's main systems.

I must admit I found it a little annoying on the first level to get a decent way into the game, then getting killed and then having to start again right back at the beginning. Frustrating. I understand, however, that this does not happen on all the levels.

Apart from that I can find little wrong with *Zynaps*. It's a nifty little game.

▶ **GRAPHICS**	9
▶ **SOUND**	7
▶ **VALUE**	8
▶ **PLAYABILITY**	8

Hades Nebula

- **MACHINE: C64/SPECTRUM**
- **SUPPLIER: NEXUS**
- **VERSION TESTED: C64**
- **PRICE: £9.95/£7.95**
- **REVIEWER: TIM**

C+VG HIT!

Wham-boom-blam! If it's a shoot-'em-up you're after, then look no further than *Hades Nebula* — the latest, and possibly greatest, from Nexus.

Nothing new here, even a hint of *Slap Fight* here and there, but the game remains a tough challenge for zap addicts.

The basic idea is simple. You pilot a vertically scrolling spaceship over planet landscapes, giant ships and through space — blasting as you go. The final encounter is with a giant alien mothership — but it will be weeks, even months before you get that far.

Why? Because *Hades* is well hard.

Don't whatever you do, don't get too trigger happy, otherwise you'll end up blasting your extra bits as they emerge from the zapped pods.

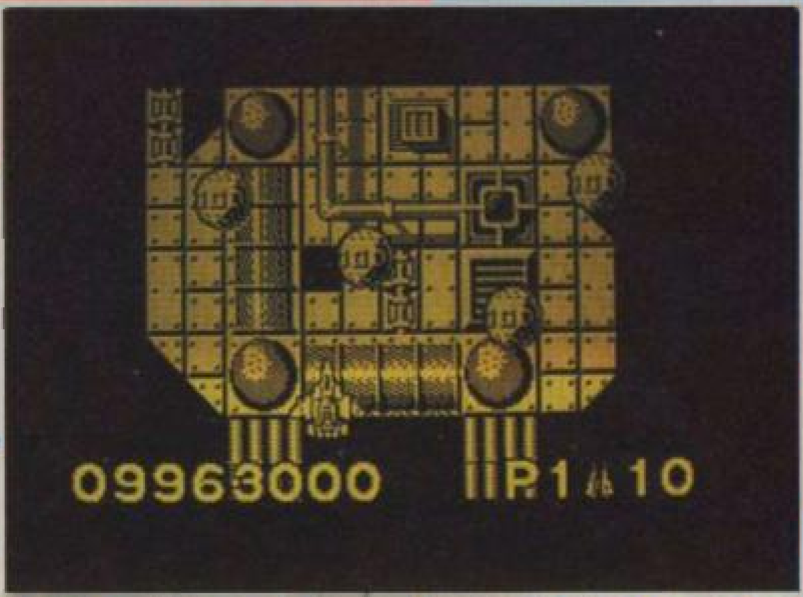
If you destroy them it's a long wait till another chance comes along. Your craft will lose all its add-ons if YOU get zapped by a nasty.

There's not much else to say about this — except that it features neat graphics and sound by none other than the WE Music team. The credits also say that Tony Crowther had a hand in *Hades* as well.

Spectrum and Commodore versions are different — not only in graphic presentation. Paranoid Software, the people behind the game, have decided to write up to the capabilities of each machine instead of attempting to produce an identical copy on each machine.

The Spectrum version doesn't suffer from colour clash problems, has fast smooth scrolling and could give the Spectrum *Uridium* a run for its money in the playability stakes.

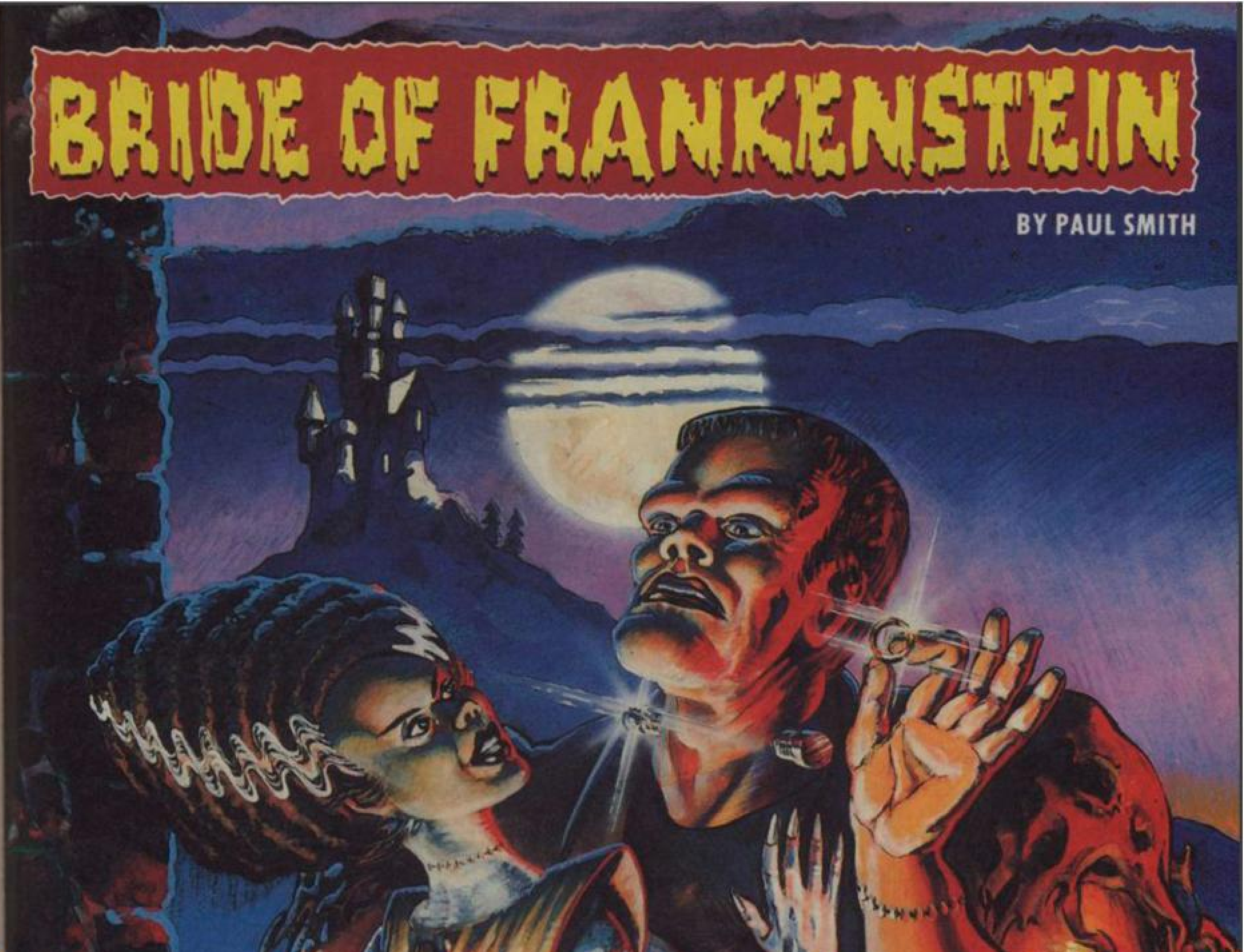
It's fast, it's furious and it's fun. Probably the most addictive shoot-'em-up of '87 so far. Get it.



▶ **GRAPHICS**	8
▶ **SOUND**	9
▶ **VALUE**	9
▶ **PLAYABILITY**	9

BRIDE OF FRANKENSTEIN

BY PAUL SMITH



Its the middle of the night, outside an electrical storm is raging and you're all alone in castle Frankenstein. Your task is to revive Frankie, the monster who wants you at the top of the tower while you hunt around for the vital organs that will make his life complete. You need to find a pair of lungs, a pair of kidneys, a liver, a heart and of course a brain if you want to make a man of him.

C64/128 cass £9.99
C64/128 disk £12.99
AMSTRAD cass £8.99
AMSTRAD disk £14.99
SPECTRUM £8.99

Trio Hit-Pak

- MACHINES: SPECTRUM/ AMSTRAD/CBM 64
- SUPPLIER: ELITE
- PRICE: £9.95 CASSETTE/£14.95 DISK
- VERSIONS TESTED: SPECTRUM/AMSTRAD
- REVIEWER: PAUL

Things have been a little quiet on the games from at Elite recently, no doubt gearing up for the Christmas blitz.

But the Walsall boys have found time to put out three excellent compilation tapes for not an excessive amount of dosh.

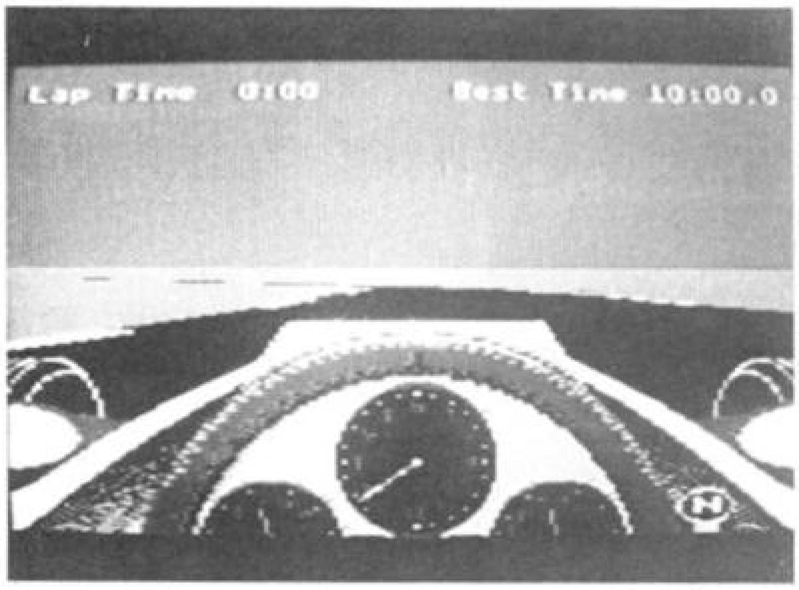
The *Trio Hit Pak* — Trio sounds a bit like a chocolate bar to me — is available across the three main formats with most of the games common to each. This is what you get: Spectrum and Amstrad — *Great Gurianos, Airwolf Two* and *3DC*. Commodore 64 — *Great Gurianos, Airwolf Two* and *Cataball*.

Great Gurianos is the old Taito coin op game and for me it's the best of the bunch. Hack and slash with nice big cartoon graphics.

I'm much too young to remember Elite's original *Airwolf* game based on the adventures of TV helicopter pilot Stringfellow Hawke (what a dumb name). *3DC* is a 3D arcade adventure set underwater in which a diver must reconstruct a submarine while fighting off deep sea nasties. *Cataball* is a bit odd. You control four bounding balls, which move in a wave-like motion, against a series of backdrops in an effort to collect ballons. Strange but playable.

Great Gurianos gets my top vote but when you add three other good playable games.

	Spectrum	Amstrad
▶ GRAPHICS	7	8
▶ SOUND	6	9
▶ VALUE	9	9
▶ PLAYABILITY	9	9



Revs II

- MACHINES: CBM 64
- SUPPLIER: FIREBIRD
- PRICE: £9.95
- VERSIONS TESTED: CBM 64
- REVIEWER: PAUL

Remember *Revs*, the race simulation game with more vroom than all the rest put together? It met with almost universal acclaim from critics and public alike. Well, now there is *Revs 2*. It more of the same but to mind slightly better.

If I remember correctly I found *Revs* a little difficult to get into. Getting up speed and changing gear proved a poblem.

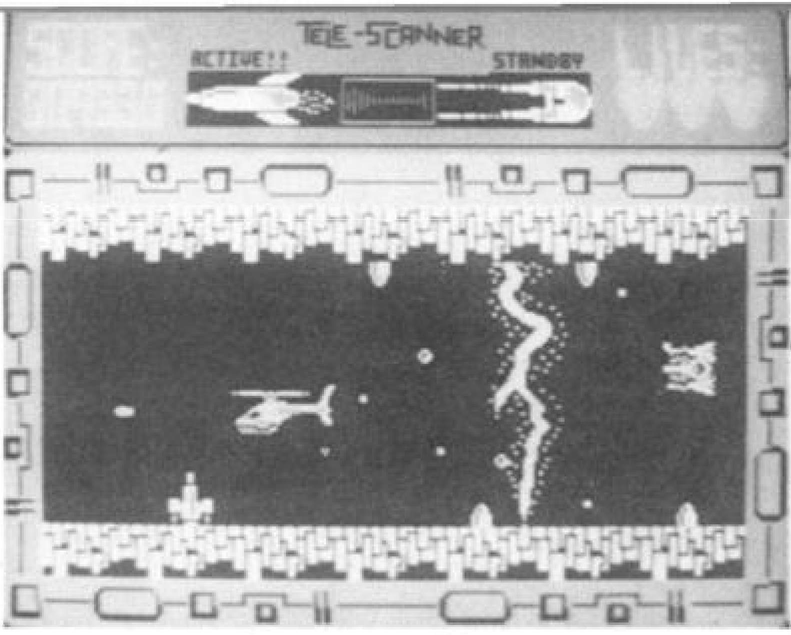
This isn't a simulation you just load up and take it away. It's really like driving. You have control over starting the engine, throttle and brake, gears and clutch of your Formula Three mean machine.

Like most race games you can select a practice mode before getting down to real race action.

Tracks which can be selected are Brands Hatch, Silverstone, Snetterton, Oulton Park and the Nuremburg Ring.

Excellent Fun. Man, machine and computer in harmony.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	9



- MACHINES: AMSTRAD/ COMMODORE/SPECTRUM
- SUPPLIER: GREMLIN
- PRICE: £9.99
- VERSIONS TESTED: SPECTRUM/AMSTRAD
- REVIEWER: JOHN

Intergalactic kidnapping is suddenly big business, but there seems to be no rhyme or reason for it, except to populate the ominous Matrix prisons owned by the Cratons.

The latest victims are harmless mechanical race called the Bioptons who, despite their request that they be left alone to rust in peace, are not about to scrap their buddies. Fiendish security systems make a rescue attempt impossible by anything other than a lone Biopton.

Nimrod is chosen by the Biopton Govenment, given a space ship and told to land on each section of the Matrix planetary network, overcome the security devices and rescue hostages. There are a seemingly infinite number of matrix prisons on which to land and a limited amount of time — 99 minutes — before the hostages are executed.

You're first given the opportunity to select a matrix level by scanning a cursor across a star map on yor space ship's veiwer. Pressing fire when you are over one of these level takes you down to a landing sight to which you'll return with your hostages or if you want to get back to your ship for any other reason, such as your energy's running low.

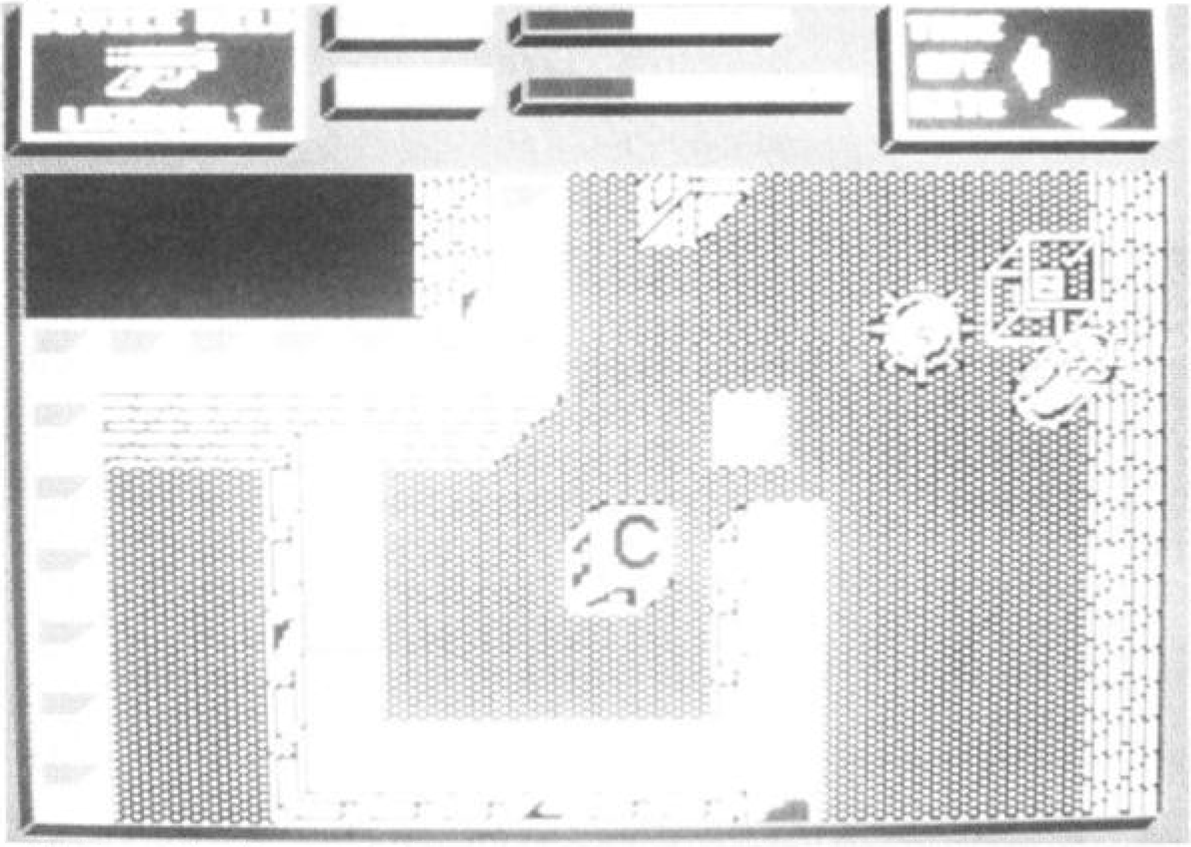
Nimrod is lightly armed when he enters a complex but he'll need to find other weaponry, such as the Lazatron, Megabolt and Megatron if he's to deal with the monsters and traps the Cratons have left for intruders. The guards are the most obvious of his worries and, if his firepower is low, it's best to be out of any situation which involves them.

The ground is laden with energy distruptors, spikey mines, floor pad operated doors, black ice, rebound and energy loss squares. Rebound squares are particularly dangerous if arranged in a semi-square. Once you're in its arms it takes a lot of force to break free of the magnetic push and pull. As for the black ice, I'm not sure whether you fall through into the depths of the prison or into a black hole.

Cratons are unusual captors; they've included elements in their prisons which'll help potential rescuers. You can leap up onto walls stepping on blue arrow squares and read your position off a map displayed when you step on a square marked 100 — or Loo, I'm again not sure. There are also crates, labelled like alphabet bricks, scattered around which you can push onto the floor pads for the pressure activated doors.

A final word of warning —

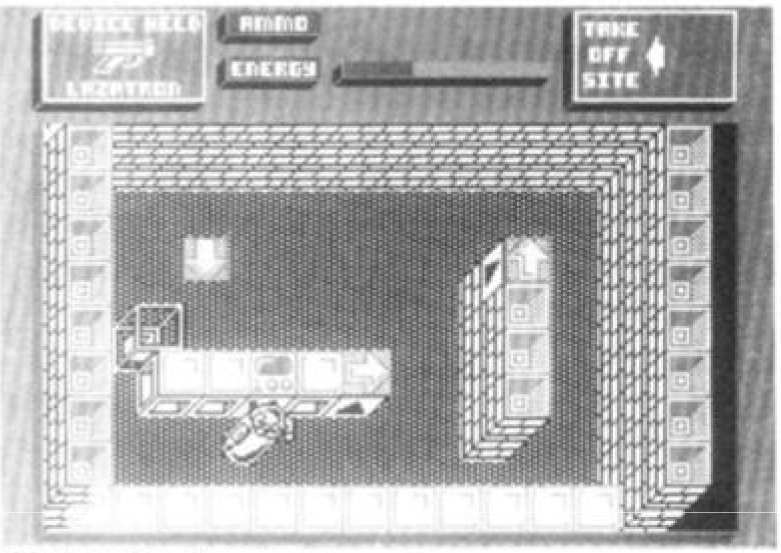
The Final Matrix



which is more than Nimrod got from his government. Be careful when you jump onto the wall tops of the prison. Each level is split into several large sections with black space in between. If you fall into the space it drains your energy and you lose the only life you've got.

The Final Matrix is a combination of game concepts put to good use. It's *Knightlore, Nexor, Terror of the Deep,* and *Star Raiders* rolled into one and even Nimrod looks similar to the robot in *Martianoids.* The 3D display is similar to Ultimate, but it's slightly off perspective and scrolls slowly both on the Sepctrum and Amstrad versions.

It's still an action packed and frustrating game despite the technical criticism, although I still can't work out why the Bioptons were kidnapped in the first place. Gremlin never tell you but then, I expect they were too busy thinking about the features to worry about gaps in the story line.



▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	8

Grand Prix

- ▶ MACHINES: BBC/MASTER
- ▶ SUPPLIER: SUPERIOR
- ▶ PRICE: £11.95 (DISK)
- ▶ VERSION TESTED: BBC
- ▶ REVIEWER: NICKY

Grand Prix is a motor racing game that lets you design your own race circuits, although you also have 18 pre-defined race tracks — including Brands Hatch and Monaco.

It reminded me of Atari's *Pole Position*, since the layout of the screen as seen by the driver is very similar. But with *Grand Prix* you get a lot more extras.

You've got the choice of playing against a mate or the computer. The computer, I might say, has taken good care to give itself the advantage of a faster car, which of course never crashes. So you've got to be good to keep up.

One neat touch is the way each driver has his or her own separate view on the screen, which adds to the realism.

Controlling the car is straightforward enough. You have keys for accelerate, brake, and right — although joystick would probably be a better bet.

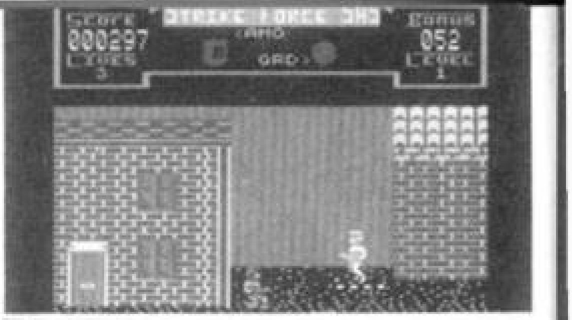
You can't take corners too fast, and watch out for the humpback bridges — if you're too fast you'll blow up. The 'radar' at the bottom of the screen tells you where you are and warns you about bends and bridges.

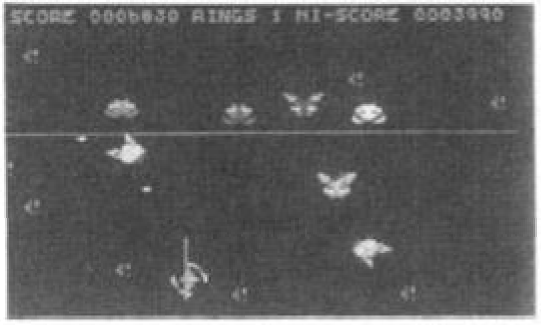
Sound, colour and graphics are all good, with smooth animation. All in all, *Grand Prix* is a good bet for all those armchair Nigel Mansells.

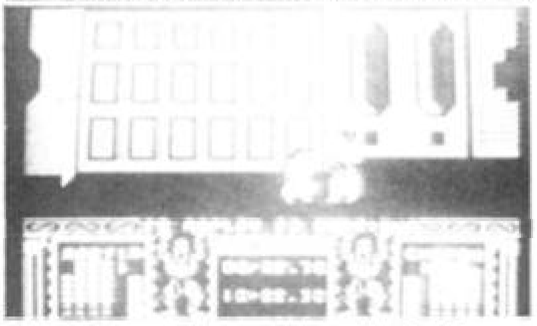
▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	8

ROUND-UP REVIEWS

SCORE
000297
STRIKE FORCE
LIVES
3
GRD
BONUS
018
LEVEL
1





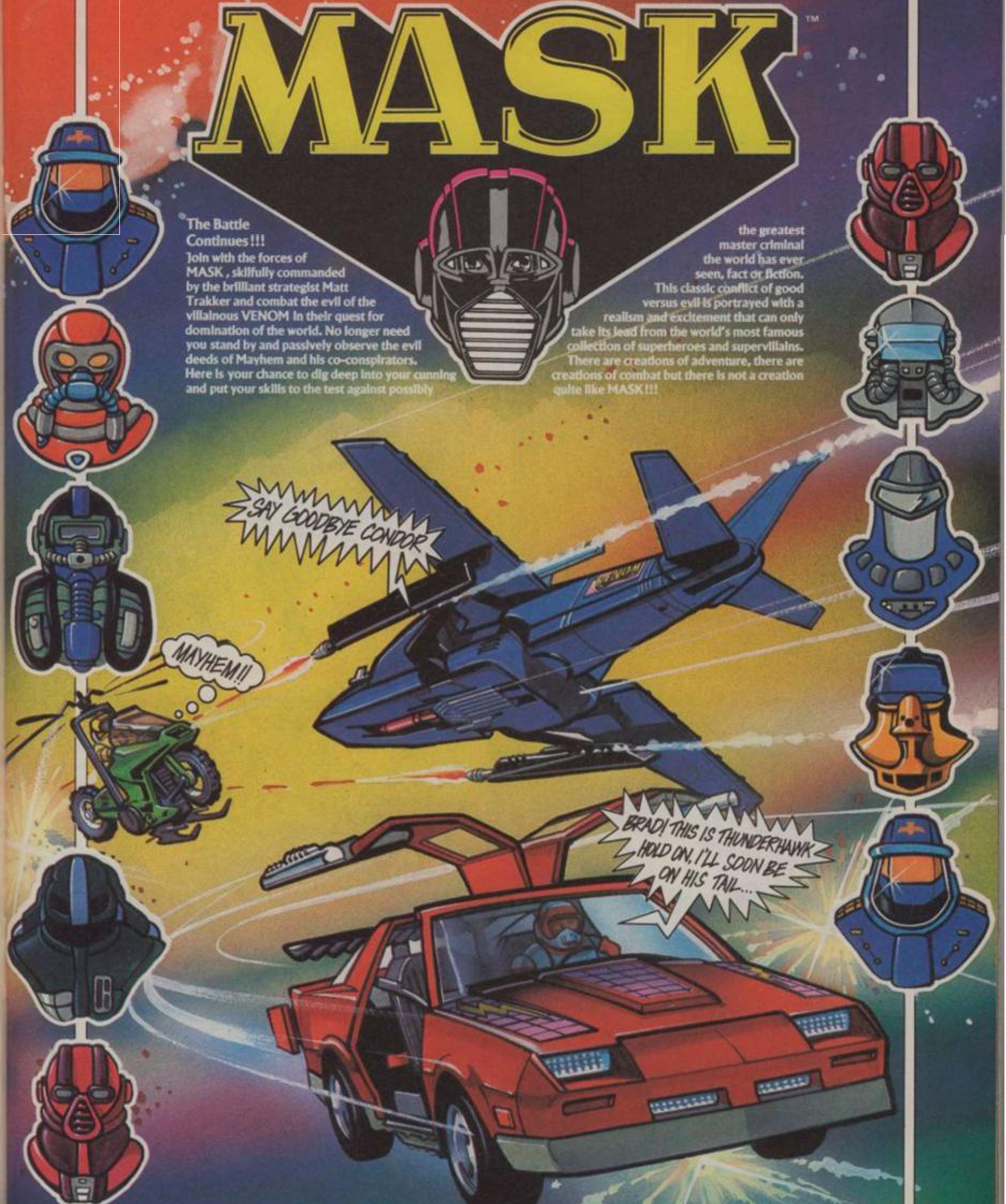


You've read the reviews now here's a round-up of conversions, compilations and re-releases to hit the C+VG offices over the past few weeks.

Dawnssley. **Top 10. Amstrad. £1.99. Gauntlet-clone.**
Dead or Alive. **Alternative. Spectrum. £1.99. Wild West shoot-'em-'up. Comes with free game.**
Gwyn. **Mastertronic. C16/Plus 4. £1.99 Space rescue.**
Red Arrows. **Alternative. CBM 64. £1.99. Flight simulation.**
Thurst. **Firebird. C 16/Plus 4. £1.99. Excellent space action.**
Ocean Racer. **Alternative. Spectrum. £1.99. Yacht race game.**
Indoor Soccer. **Amstrad. £1.99. Football simulation.**
Wolfan. **Spectrum. £1.99. 3D arcade adventure.**
Destructo. **Bulldog. Amstrad. £1.99. Jet and ship shoot-'em-up.**
Bump Set Strike. **Mastertronic. Amstrad. £1.99. 3D volleyball.**
Power Down. **Mastertronic. Atari. £1.99. Space maze exploration.**
Championship Baseball. **Gamestar.**
Stormbringer. **Mastertronic. Spectrum 128/Plus 2. £2.99. Excellent conclusion to Magic Knight saga.**
Throne of Fire. **Melbourne House. Amstrad. A Mike Singleton tactical adventure.**
Galletron. **Amstrad/Spectrum. £1.99. Space arcade adventure.**
Nemesis the Warlock. **Martech. Amstrad. £8.95. Excellent hack 'n' slash C+VG Game of the Month on Spectrum and CBM 64.**
Shadow Skimmer. **Amstrad. C+VG Hit on Spectrum.**
Mutants. **Ocean. Spectrum. (£7.95) Amstrad (£8.95).**
Head Over Heels. **Ocean. CBM 64. £8.95. C+VG Hit on Amstrad. Excellent 3D adventure.**
Ultima Ratio. **Firebird. £1.99. Amstrad. Space platform game.**
Killer Ring. **Reaktor. Amstrad. £4.99. Excellent action.**
Snap Dragon. **Bubble Bus. CBM 64. £8.95. Kung Fu punch-up.**
SAS Strike Force. **Mikro-Gen. Spectrum. Combat.**
Spaced Out. **Firebird. Amstrad. £1.99. Space action and strategy.**
Denarius. **Firebird. CBM 64. £1.99.**
Aztec Challenge. **Top Ten. Atari and CBM 64. £1.99.**
Rubicon. **Bug-Byte. Spectrum. Maze exporation.**
Force One. **Firebird. CBM 64. £1.99. Space shoot-'em-up.**
Kick Boxing. **Firebird. Spectrum. £1.99. 3D fighting action.**
Ballcrazy. **Mastertronic. Amstrad/Spectrum. £1.99.**
Army Moves. **Ocean. MSX. £8.95. C+VG Hit on Spectrum and CBM 64.**
Terra Nova. **Anco. C16/Plus 4. Exploration shoot-'em-up.**
Escape from Paradise. **Anco. CBM 64. Platform antics.**
Spellseeker. **Bug-Byte. CBM 64. 3D arcade adventure.**

NOW FOR COMPUTER

MASK™


SAY GOODBYE CONDOR
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BRAD! THIS IS THUNDERHAWK HOLD ON. I'LL SOON BE ON HIS TAIL...

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Join with the forces of MASK, skilfully commanded by the brilliant strategist Matt Trakker and combat the evil of the villainous VENOM in their quest for domination of the world. No longer need you stand by and passively observe the evil deeds of Mayhem and his co-conspirators. Here is your chance to dig deep into your cunning and put your skills to the test against possibly the greatest master criminal the world has ever seen, fact or fiction. This classic conflict of good versus evil is portrayed with a realism and excitement that can only take its lead from the world's most famous collection of superheroes and supervillains. There are creations of adventure, there are creations of combat but there is not a creation quite like MASK!!!

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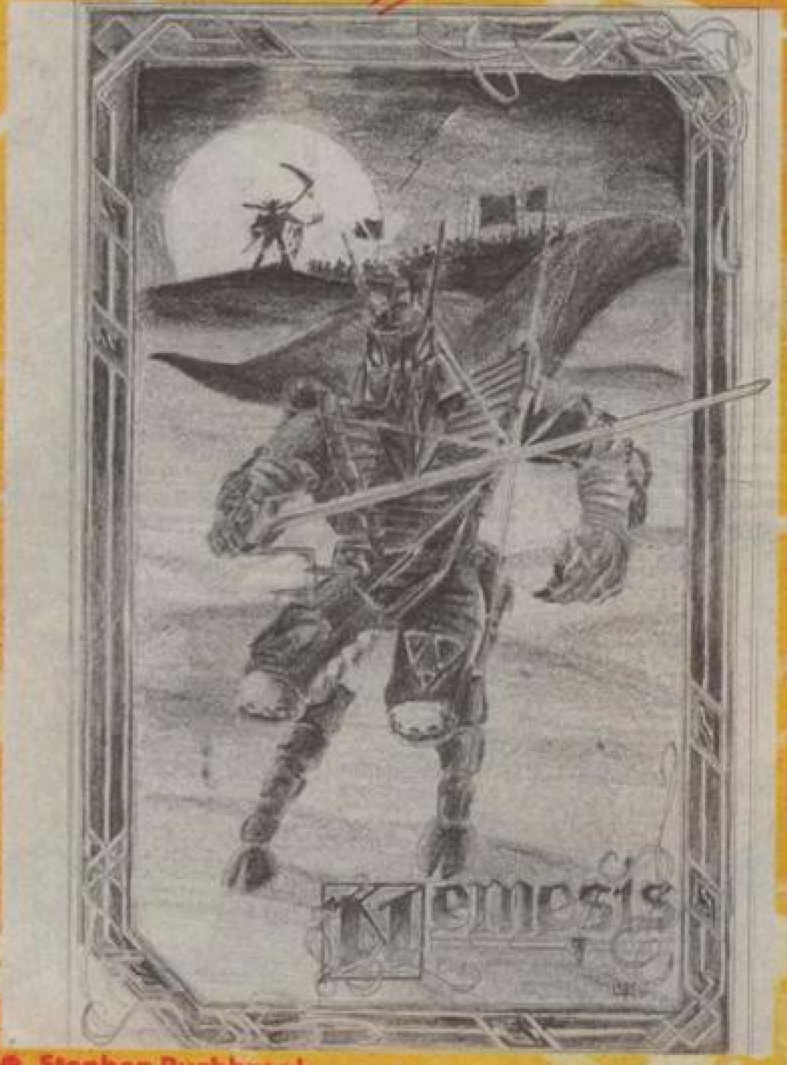
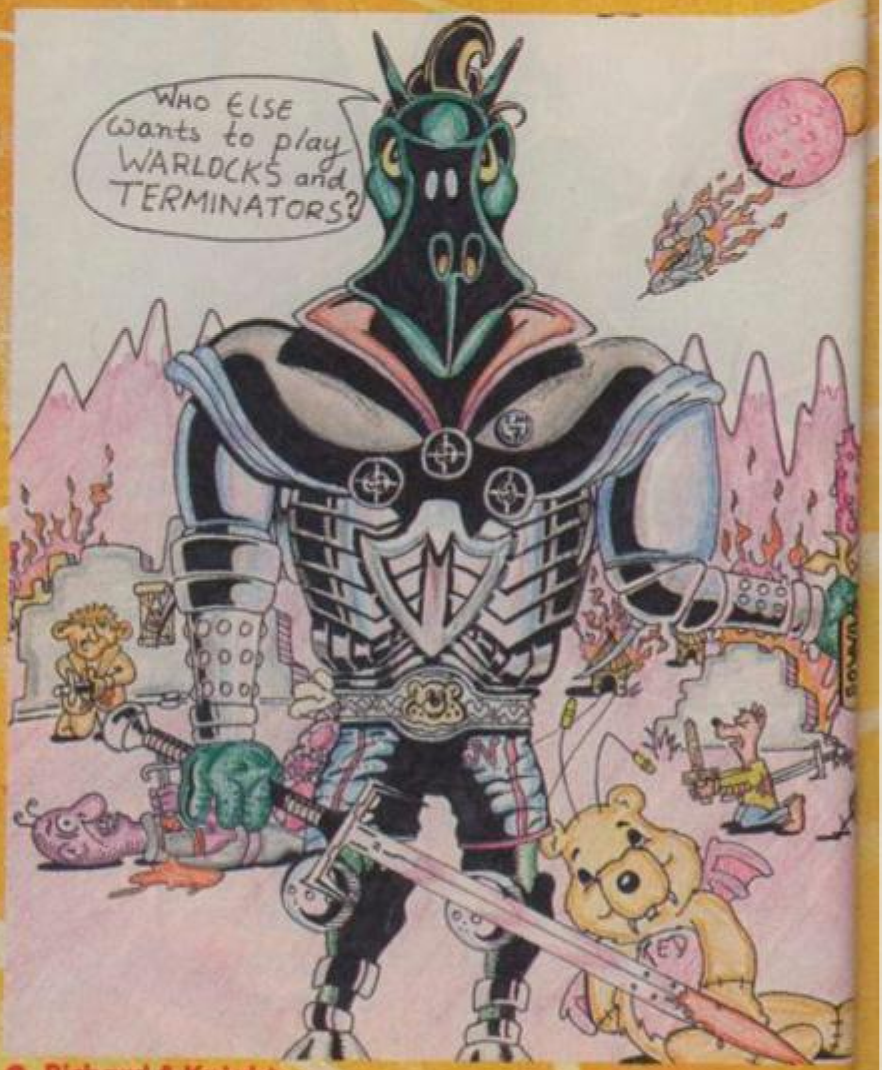
Gremlin Graphics Software Ltd, Alpha House, 10 Carver Street, Sheffield S1 4FS Tel: 0742 753423

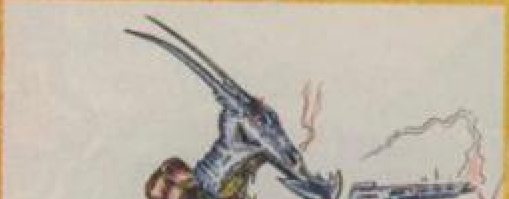
NEMESIS TH



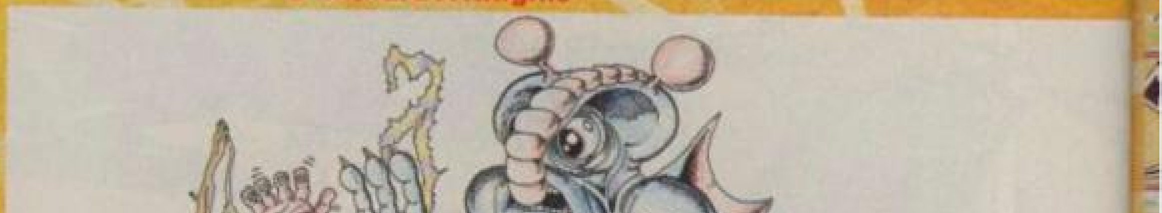
Stephen Rushbrook


WHO ELSE wants to play WARLOCKS and TERMINATORS?

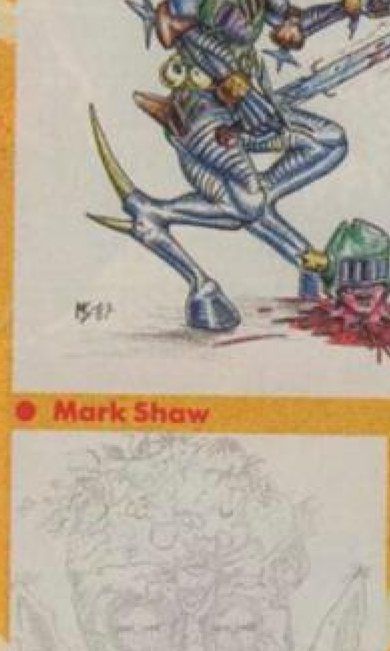
Richard A Knights



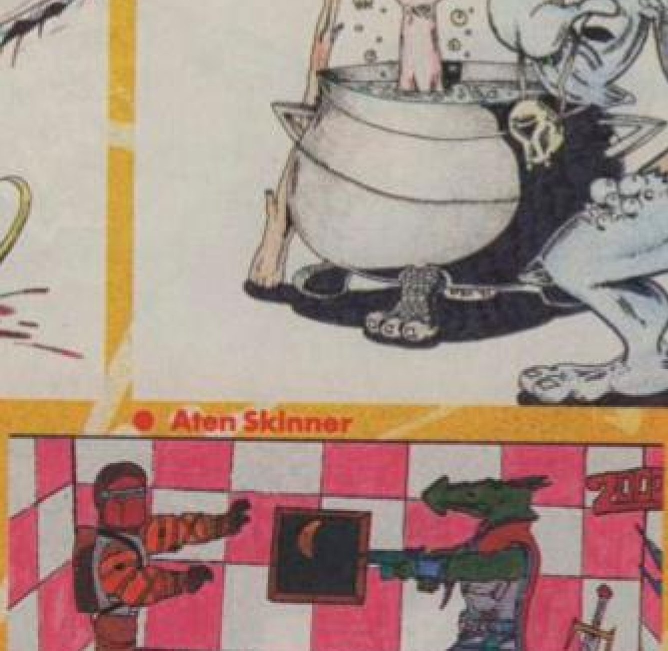
Mark Shaw



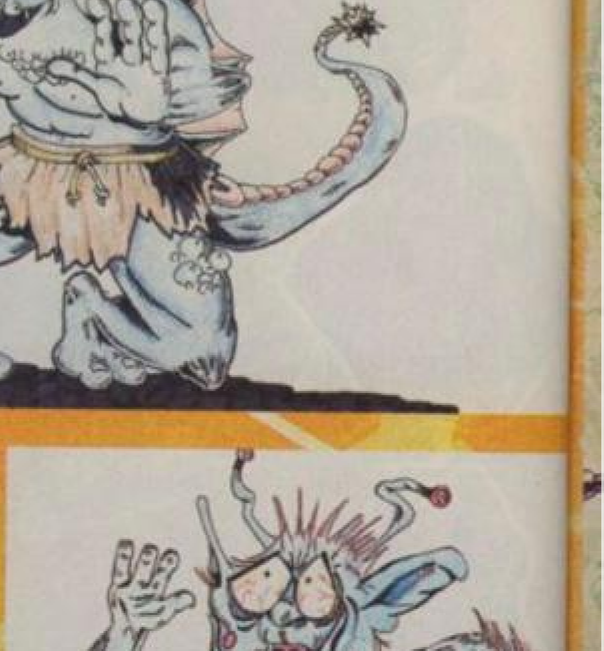
Aten Skinner



Jasper Roberts



Lee Burrows



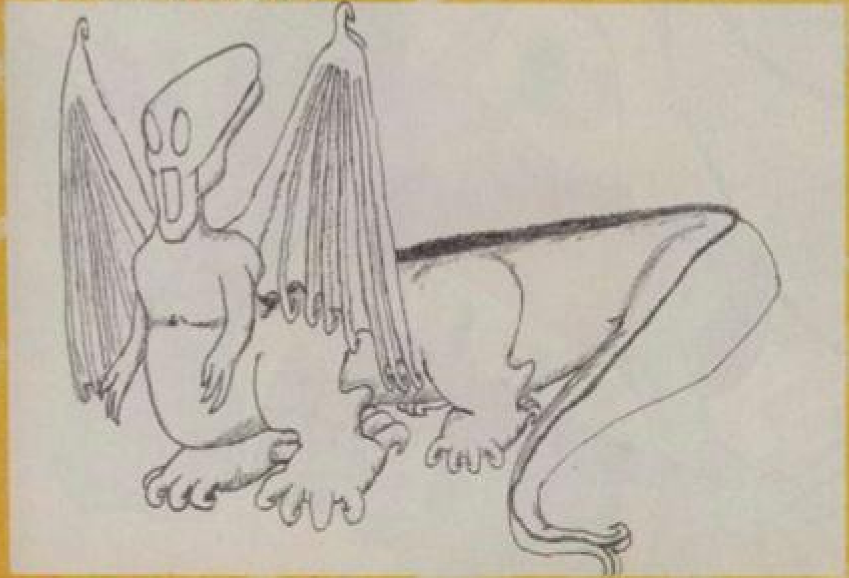
Tony Davies

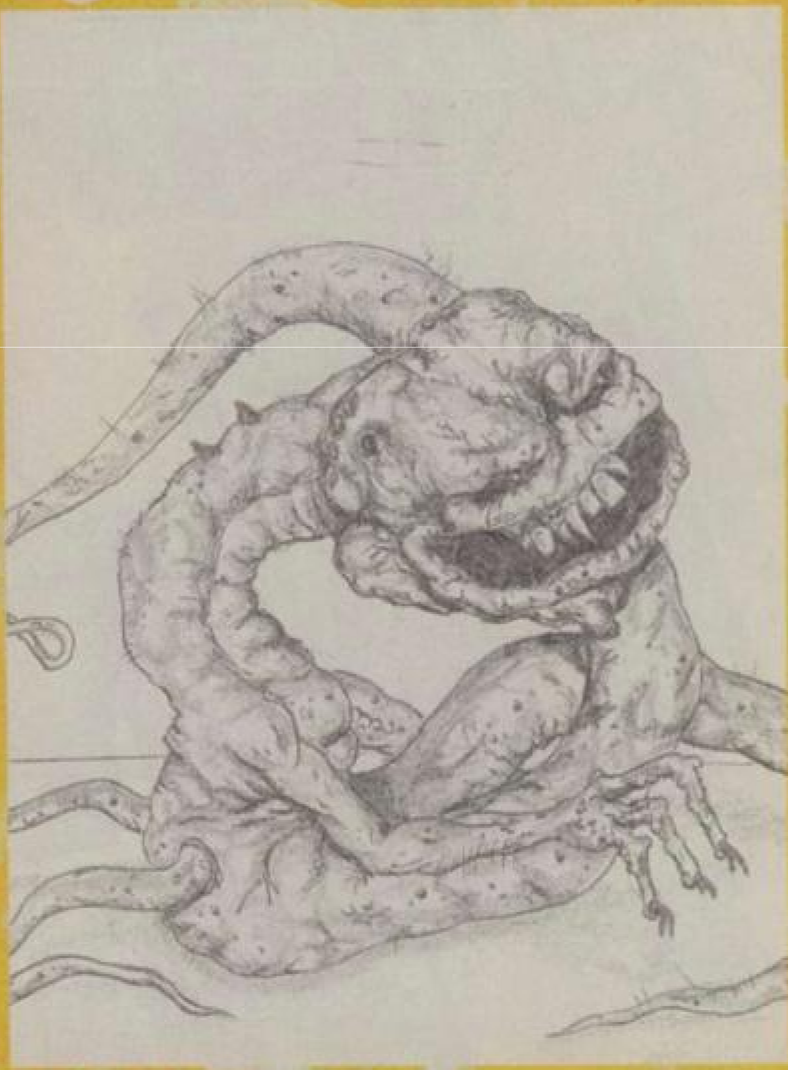
HE WARLOCK

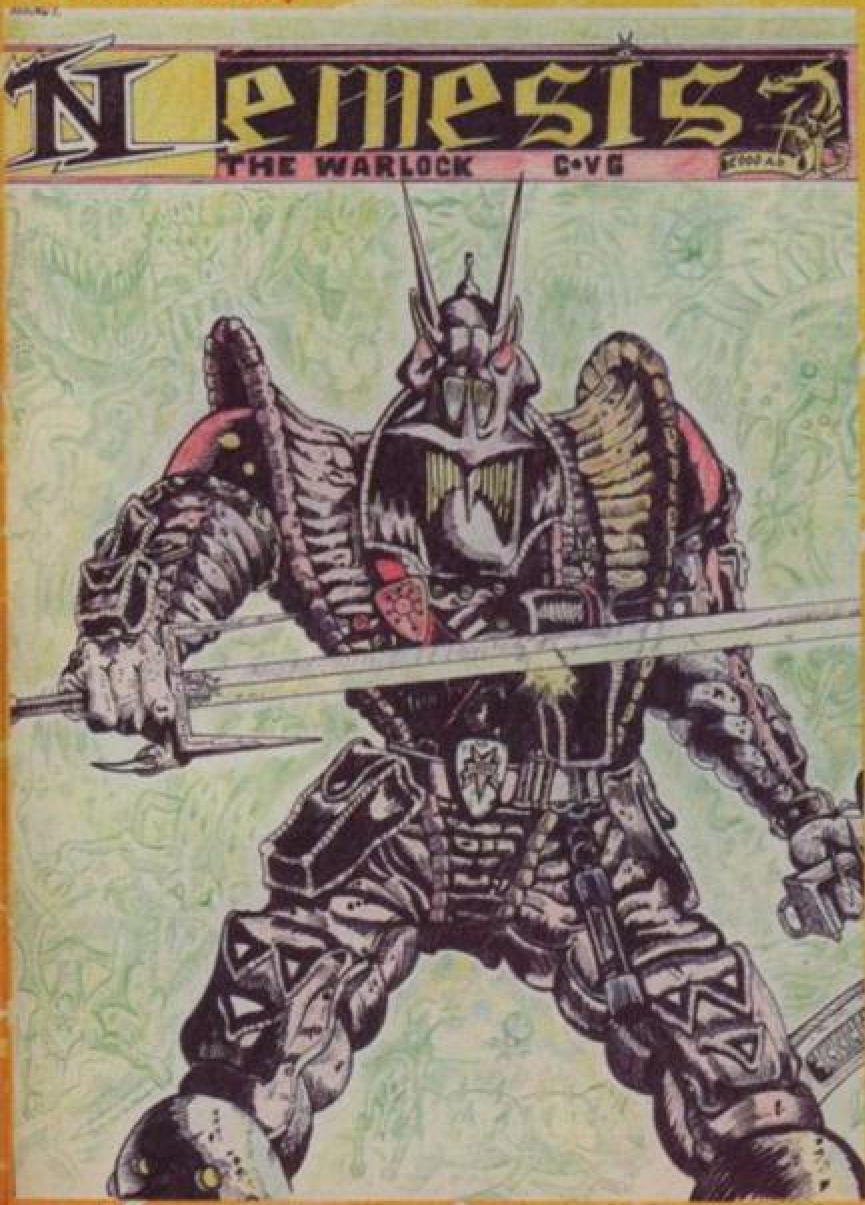
competition results

Bow down before the might and skill of Nemisis the Warlock and the skill of C+VG's legion of artists. Here are the best of the bunch of our Martech competition in June.

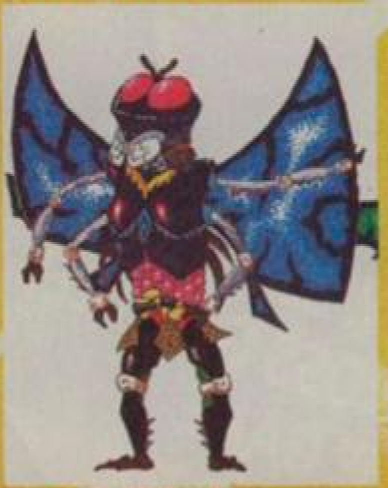
The winners were: Aten Skinner, Eynsford, Dartford; Stephen Rushbrook, Tolsbury, Essex; Edward McLean, Sidemoor, Worc; Keith Berry, Fleetwood, Lancs; Ross Nichols Kings Lynn, Norfolk; Edward Seymour, Leigh, Worcester; Adam Kline, Sutton Coldfield; Lee Burrows, Rainham, Essex; Greig Kobiela, Cumbernauld, Strathclyde; Tony Davies, Leabrooks, Derbyshire; Jason Allen, Oswald Twistle, Lancs; Mark Shaw, Lidnes, Cheshire; David Lupton, Lewes, East Sussex; Peter McGladdery, Ballymena, Northern Ireland; Mark McKay, Middleton, Manchester; Jasper Roberts, W. Croydon, Surrey; Gavin Cassie, Inverurie, Aberdeenshire; Darren Baines, Yaxley, Peterborough; Richard A Knights, Norwich; Carl McKirdy, Bridlington; Mike Marshall, Killamarsh, Sheffield.

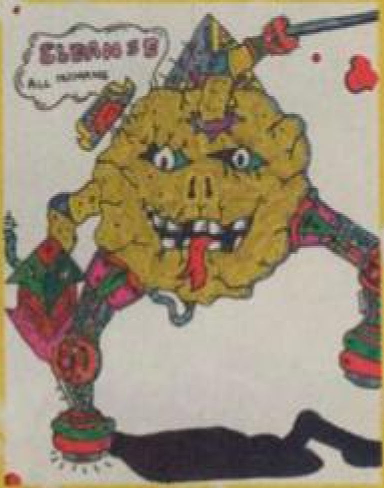

● Peter McGladdery

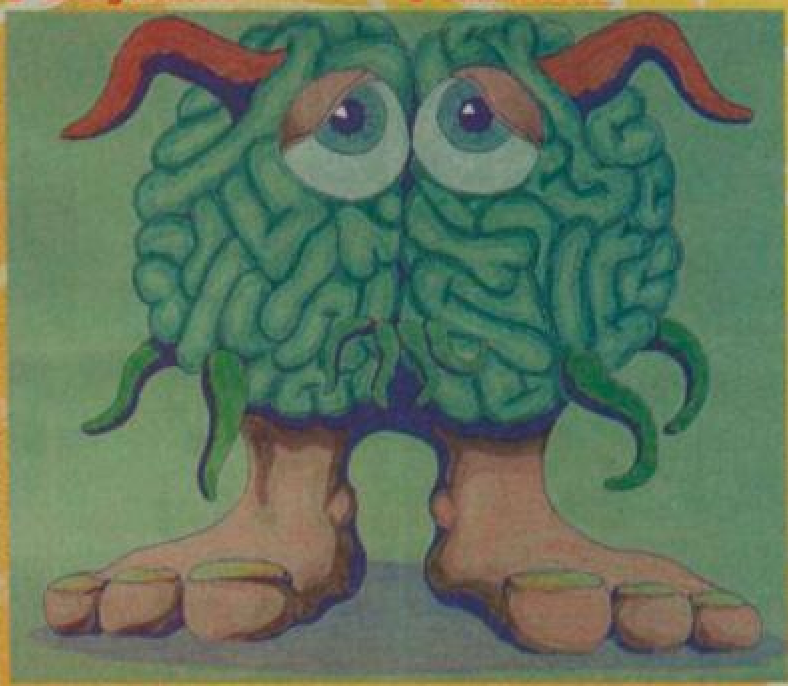

● Jason Allen

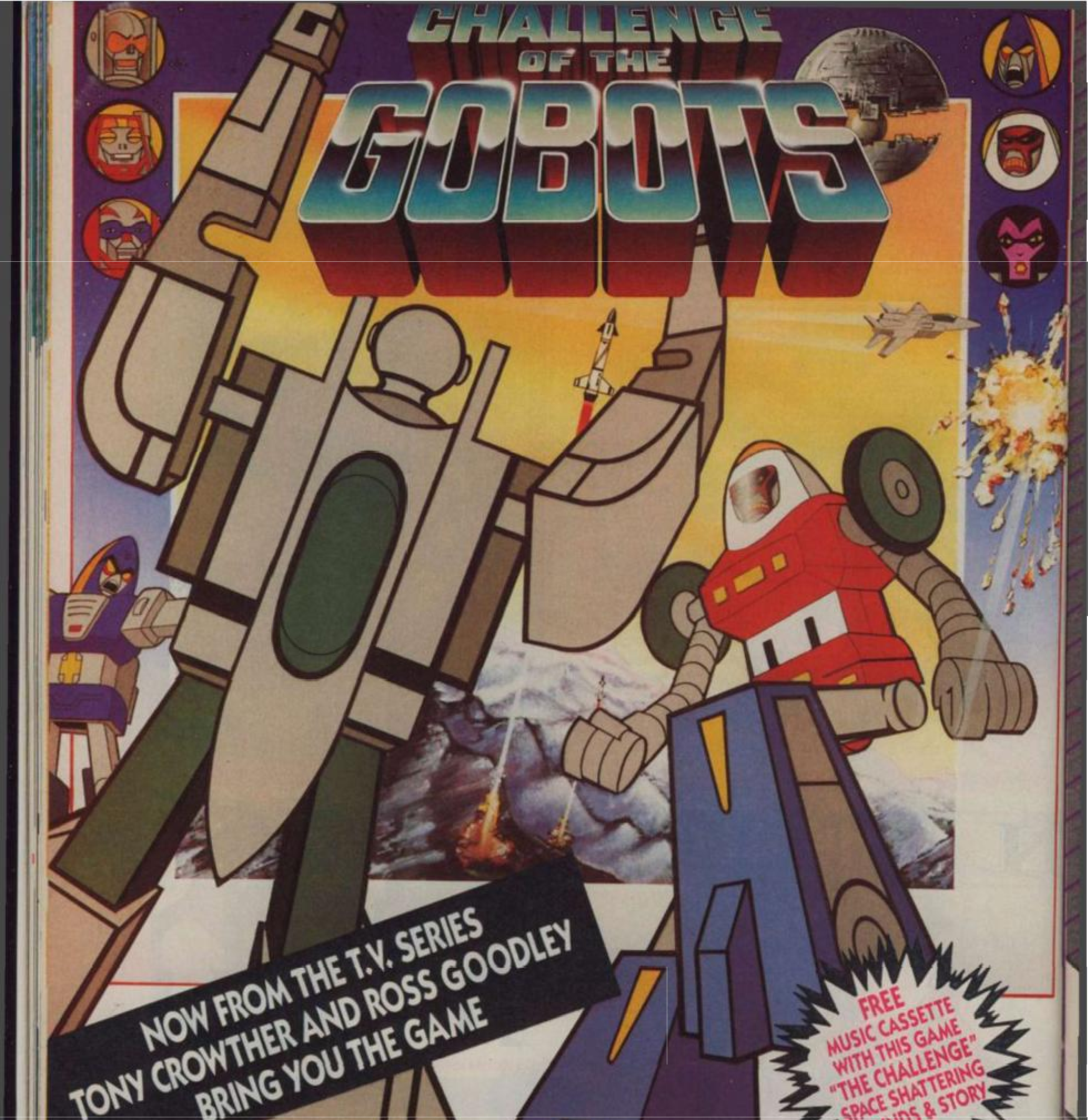


● Carl McKirdy


● Greig Kobiela


● Adam Kline


● Darren Baines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Amstrad disk	14.99	MAY
Spectrum cass	8.99	JUNE

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FAN

What's all this then? It's the brand new C+VG Fantasy feature that's going to be a regular look at everything and anything to do with Fantasy. It could be a role plyaing games, or books, or comics or even some hi-tech gadget that can turn fantasy into reality. Anything fantastic that catches our imagination in fact. This issue we look at a sculptor who creates fantastic figures, a new Moorcock book, and a new D&D style TV show.

If you're a **Michael Moorcock** fan then you shouldn't fail to add the new illustrated edition of his classic *Elric at the End of Time,* to your collection.

If you don't know anything about the leading sci-fi and fantasy writer then now is a good time to start. Quite simply Moorcock has written some of the best fantasy books around. *Elric At The End Of Time* transports Moorcock's brooding and reluctant hero through the six dimensions of chronology and space to the bizarre world at the End Of Time. Here, the inhabitants dwell in blood-sucking cities which draw in power from the rest of the Universe, enabling them to create illusions at will. Elric is soon made to feel welcome, but the vapors produced for him do not always have the happiest results . . .

The story is illustrated superbly by brilliant artwork by **Rodney Matthews** whose atmospheric floating landscapes with their awe-inspiring cadaverous inhabitants complement the text perfectly. This unique

MICHAEL MOORCOCK
Elric
AT THE END OF TIME

collaboration between an acknowledged master of science-fiction and an internationally renowned fantasy artist has produced an extremely good looking book.

You've probably seen Matthews' work on posters and record sleeves. He's done stuff for *Thin Lizzy* albums in the past. *Elric at the End of Time* is published by **Paper Tiger Books** at £12.95 hardback and a bargain £7.95 soft-back. You should be able to find it all good bookshops, otherwise write to Dragon's World Ltd, Paper Tiger Books, 19 Hereford Square, London SW7 4TS.

Forget *The Price is Right* and *Bullseye* — here's a game show for the computer generation. And it doesn't involve a wrinkly old has-been or an audience from the local looney bin! Called *Knightmare* the show starts on ITV from September 7th. The eight-part series, blends the computer game with TV special effects. *Knightmare* involves competitors in a quest with a set of perils and puzzles, backed by a professional cast of monsters, wizards, warriors and other "supernatural" apparitions. The action takes place in a multi-chambered electronic dungeon, ranging in appearance from conventional rooms to huge underground caverns. The effect is created by use of sophisticated colour separation overlay, already successfully employed for television drama but never before attempted in a non-rehearsable game show.

Game designer Tim Child **chose the technique in preference to conventional set design or even the use of a real dungeon, both of**

TASY

which were "too restrictive"

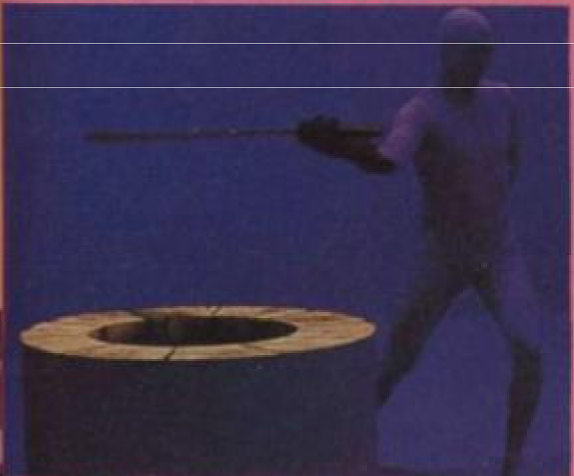
He explains: "A true role-playing adventure game should never play the same twice. A lot of adventure games are based on mapping and solving a dungeon or some other sort of maze.

"This just wasn't good enough for a TV series. Once a good team worked out the correct route, they'd have cracked most of the problem — and, worse still, so would the viewers.

"Competitors won't escape from the *Knightmare* dungeon that easily. For a start it's irrational — it keeps shifting and changing. And the perils and puzzles change with it."

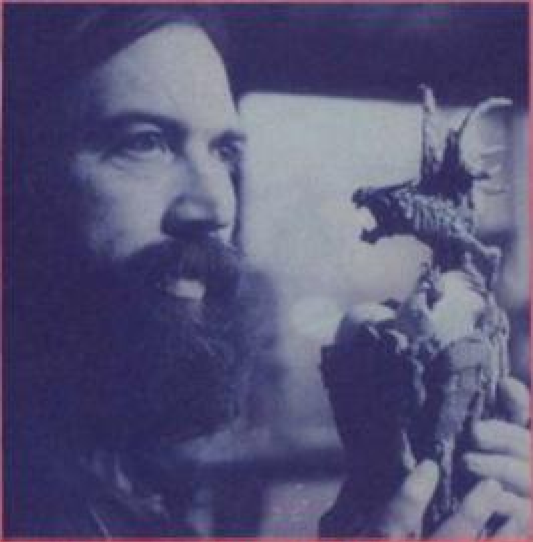
Each quest is undertaken by a team of four contestants. One is the Adventurer who goes into the dungeon effectively blindfolded by a Helmet of Justice.

The other three stay behind in an ante-chamber to give advice and directions to the Adventurer.



The aim is to progress as far as possible through the dungeon. If a team successfully completes a programme it returns to compete on a "higher level" next time.

The host — or Dungeon Master — is Treguare, played by actor Hugo Myatt. He also stays in the ante-chamber but can manifest himself in the dungeon as the game progresses.



■ **I'd meticulously followed the instructions from London. I'd opened the parcel containing map, compass and emergency rations as I left the M40 and here I was. I had arrived. Or at least I thought I had.**

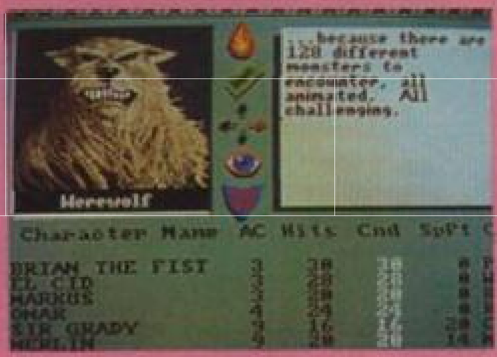
Here I stood in something resembling the set for **Dark Crystal,** wizened wizards, dragons breaking out of shells and trolls surrounded me. And they told me I was going to visit a pottery.

Well I suppose it was really, but then owner Graham Piggott is no ordinary potter. It was Graham after all who created the amazing wizard C+VG's **'Adventurer of the Year'** trophy.

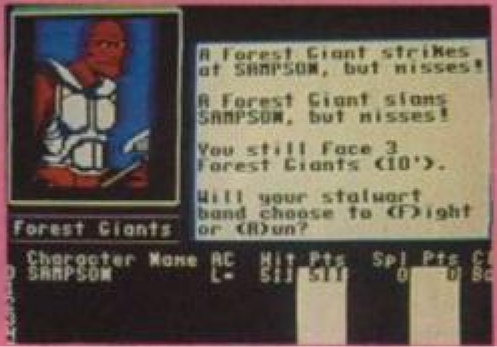
When he began his pottery some [illegible] years ago in Bladon near Oxford, plates, pots and pans were his staple fare.

But it wasn't long before his imagination was in overdrive and he was turning out the most extraordinary fantasy figures . . . and they just got weirder and weirder.

Recently he's been busy making models for a forthcoming feature film along the lines of **Dark Crystal** and **Labyrinth.**



...because there are 120 different monsters to encounter, all animated. All challenging.



A Forest Giant strikes at SAMPSON, but misses!

A Forest Giant slams SAMPSON, but misses!

You still face 3 Forest Giants (10').

Will your stalwart band choose to (F)ight or (R)un?

The Bard's Tales — one and two — are probably the best role playing computer games around. Loved by thousands of *D&D* addicts, the games were created by Brian Fargo. We've been ra[illegible]' with the *Dungeon Captain*[illegible]

"When I a[illegible] comp[illegible]ns did create these Tales o[illegible] Bard, w[illegible] strive[illegible] create a simp[illegible] involv[illegible] syst[illegible] [illegible] expe[illegible] [illegible]nturing. The addition of th[illegible] Bard, [illegible] tunes, [illegible]y adds [illegible] the ove[illegible] [illegible] Bard does [illegible] a weapon — his music cont[illegible] magic [illegible]ch can b[illegible] both offensive[illegible] [illegible]vely.

[illegible]s the [illegible] any son[illegible] al[illegible] only one can be perfor[illegible]t a [illegible]

These [illegible] are [illegible] lasting [illegible] that the [illegible] keeps [illegible] whistle wet period[illegible] at a t[illegible]erm[illegible] become [illegible] in a [illegible] w[illegible] during combat.

Combat occ[illegible]ds, as [illegible] Adventurer and foul thing attack [illegible] special item, blade or inhuman tr[illegible]

S[illegible]ors and D[illegible] who knows [illegible] out ce[illegible] plen[illegible] surprises.

[illegible] Bard's T[illegible] (Amiga/Commodore 6[illegible] and The B[illegible] Tale II: THE DESTINY KNIGHT [illegible] store [illegible] are available from Inte[illegible]ions, 17[illegible] [illegible]KYPARK CIRCLE, Irvine, California 92714 and it's [illegible] Electronic Arts.

REMEMBER ?.. ..HE'S.. BBBBACK!

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I.D.E.A.S CENTRAL

All right you lot — what's happened to all the hints, tips and pokes. Could it be that it's that dreaded time of the year when exams are looming or could it be that you are still drooling over my poster. Then again it could be that you are just too darn lazy. Well, whatever the excuse, I am not happy! Do you think I enjoy getting loads of letters saying "you never print any hints, etc for MY computer". What do you want me to do — make them up. So please, please inundate me with letters and I can pay you for info. Send them to me — Melissa Ravenflame, I.C.

DRACULA

Martin Quakley of Norfolk read the plea from Matthew Wood of York for help with *Dracula* and sent in this method.

Once you have boarded Dracula's coach the problem of getting past it without freezing is very hard, but with help from his friend Kristan Reed, Martin discovered this. Upon inputting the Lift seat he found that it was hinged and it swung upward, to reveal a small hatch set in the floor. Remove the cross that the old woman gave you and then type Insert Cross. There is a click and you return the cross to the safety of your shirt. Then you input Open Door and it swings up. When you examine, it will reveal some very useful blankets.

When you reach the castle go west then south before you look around. This will reveal an ancient stone staircase. Go up and then examine the frame which reveals a carved bat. Simply enter touch mouth and a bell jangles and the door opens. Dracula takes you inside and you awake in your room. Examine table to reveal a small pewter tray — take the tray north and then pick up the cloth. Polishing tray enables you to shave and survive the day.

Dracula will have dinner with you and you must then return to your room. Never go south into the labyrinth as you will become a rat's lunch. Just keep returning to your room until you dream about these three girls. This is a nightmare, although they will kill you if they can. Go south and take bottle and then take cross. Smash bottle over girl's head, this should leave you with a razor sharp glass shard. Wave cross and the women vanish. Next day go into the living room and cut cord. Then go to the entrance to the tunnels. Go S, S and take lamp then go N, N, E to return to the entrance just go N and then E to to return to your room.

When inside go N and open door. Enter the wardrobe and lift rail. Go back outside and move wardrobe to reveal a secret passage. Warning! Unless you have the lamp you cannot enter a secret passage. Warning! Unless you have the lamp you cannot enter the passage. Go D,D, D, until you emerge into a dusty room, go east to be on a windowless alcove. Wear the cross and then tie cord. Drop all objects apart from the cross and then wait. You will see Dracula climb down the wall — it is now safe. Go down to get into his room. Look around then open trapdoor before going down. Warning! Speed is of vital importance in this final section. You will now be in desecrated church where you will see fifty boxes of earth. Open box and then examine box to reveal the sleeping count! Drop cross in box to slow him down and then go south three times as quickly as possible. With luck you will escape the castle and get onto part three.

ALIENS

Someone who has been very quite over the last couple of months is Kenneth Henry. But, he has decided to come out of early retirement to bring you help with *Aliens*.

It will become apparent that moving manually from room to room blasting Alien warriors and bio-mechanical growth is not the beat way to start the game and get anywhere. First of all it is wasteful on the ammunition to clear every stretch of growth every time it appears as you only have 48 shots (on the Amstrad it's 52) It is also wasteful on character's energy to have to rotate round to every door, and it is too easy to get lost. So to get to the Armoury at least, use the auto-direction system.

Clearing Growth: You've just read that it is wasteful to clear large stretches of growth, but the problem is if you don't the growth will spread to the Queen's chamber — wall to wall. Kenneth recommends this short term solution — clear out half the patch of growth each time. It's also best when you uncover doors behind growth, to clear the growth two spaces either side to keep the door clear for a bit. And remenber, when auto-directing, characters cannot be stopped moving through doors by the growth. When you can't afford the ammunition to uncover door, auto-direct them through it.

Playing Strategies — when playing the game this way — you pay almost exclusively using the auto-direction process (AD) It involves a regular tour of the armoury, the control room and the generating room, then back to the armoury (if you want to get to

continued on page 50

the Queen's chamber then follow the armoury-control room route, then on the final move for the control room, go straight ahead. East) using this route will make sure both rooms which provide light are properly defended while making sure you back at the Armoury whenn the ammo runs low.

Killing Aliens — The Warrior — it usually walks around the room for about ten seconds. Until it rushes at you. You want to find and kill it before it rushes you with either one shot to the head or two to the body. To save on ammo use head shots. But, to make sure you never get acid in front of a door use a body shot so the Alien is nowhere near the door when you kill it. If a warrior rushes toward you without you shooting first, use body shots again to make sure it's dead. Don't get scared and fire several shots across the warrior's body which will probably miss anyway. If you want to make sure a warrior is dead, use three shots.

Facehuggers — These crawl along the ground for about five seconds before leaping out at you. It only takes one shot to kill. If you are lucky enough to see it crawling shoot it quickly. If it jumps at you, aim carefully and fire twice.

When you came across a facehugger, blow it away and clear some growth in that room, then go forward one room and clear some of that growth. Remember to rotate all the way around the room as eggs do not give off a bleep.

Queen's Chamber — try to get a least four people with good ammo rates. Good tactics if someone gets captured while stalking the Queen as you can easily switch to someone else to kill her. There is always safety in numbers.

Fighting in the Dark — all is *not lost if you lose the lighting.* A few things you should forget right away are getting anywhere near the queen's chamber, getting acid in front of doors and firing wildly. You will also have to use the AD to get anywhere. And don't shoot door locks — as you can see the outline of the 6 dots, very helpful in the dark. More often than not you can spot the outline on an alien warrior against the white freatures of the wall. Try to notice other things, like the flashing at the edges of the camera window as an alien warrior disappears, or when the scrolling slows down as a warrior appears. Growth is a problem, as it is pitch black. You are allowed to fire a couple of 'spotlight' shots before a warrior rushes you and this also helps you spot facehuggers. Keep him in view until it leaps — then blast it.

Finally if the old spot light trick does not work, find the nearest door and GET OUT. Then re-enter the room and try again. You might as well get to, and stay near the armoury as you cannot bring back the lighting once it fails.

Auto-Direction Codes:

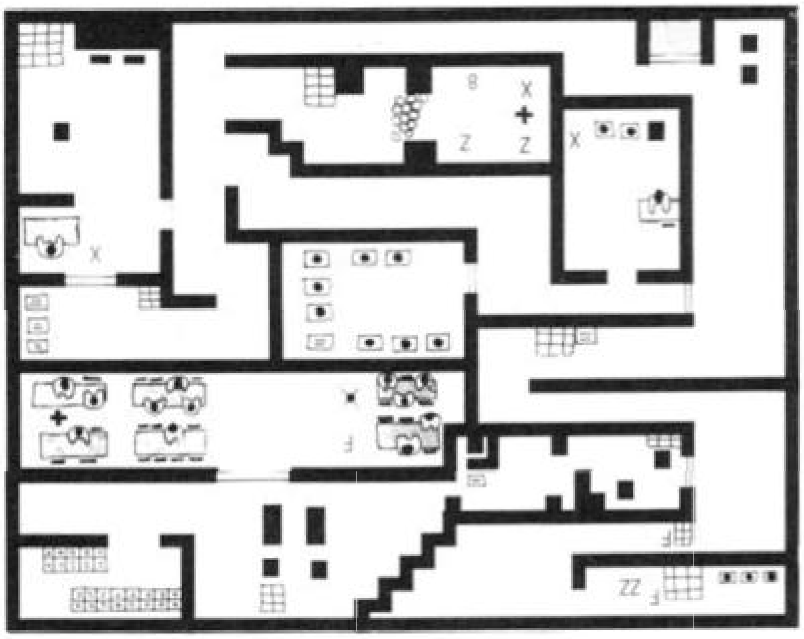
1. MTOB to Armoury — 3E, 2N, 1E, 2N, 3E, 1N, 2E, 2S, 1W, 3S.

Armoury to Control Room — 3n, 1e 1n 3e 2s 1e 2s 7e 2s 1e 1s 4e 1n 1e 2n 3w]

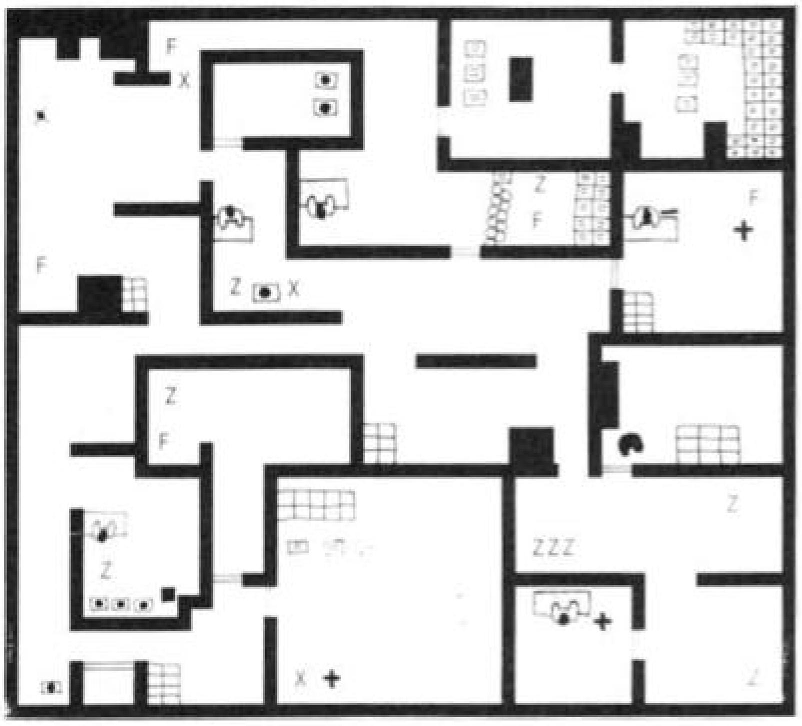
Contol room to generating room — 9n 2n 1e 1n 1w

Gemerating Room to Armoury — 1w 3s 1e 3s 2w 1s 2w 1s 1w 2s 1w 2s 4w 2n 1w 2n 3w 1s 1w 3s

INTO THE EAGLE'S NEST



FIRST FLOOR



SECOND FLOOR

MSX TIPS

More for the MSX this month and this time it is from Richard Williams of South Yorkshire. First up is *Oh NO!* — keep moving. The sides prove to be very useful, but don't go through the side while ghosts have entered on the opposite side. This could lead to instant death.

Hopper — cross the road carefully. Follow the traffic in the first lane and then quickly dash across the second lane avoiding the fast cars. When on the logs be careful of stepping on to disappearing turtles. Beware of Sid the Snake on level 3.

Jack the Nipper — when you have your pea-shooter, shoot passers-by and walk of the screen before they attack you. This only allows a limited amount of naughtiness, so don't keep risking your rash because you are not gaining any points.

Vampire — make sure you collect all the keys, but don't get the hammer, stake or cross until you have opened all the doors and shutters. Be careful of falling rocks.

Hyper Rally — when you go through stage 1 try not to just achieve the qualifying rank but get as close as possible to the next qualifying rank. You then have less cars to pass enabling you to get closer to the next qualifying rank.

For giving you all this info. Richard wants some help with the following. *Finders Keepers* — how do you pass the 'puss with no boots' and escape Castle Spriteland?

Knight Tyme — how do you take a photograph of yourself and stick it on your I.D. card.

HINTS AND TIPS

ARKANOID

These tips for *Arkanoid* come from Daniel Osborne of N. Humberside. Play the doubles game when player two gets an extra life at 20,000 virtually everything he hits gives an extra life, until 87 are awarded.

The 'P' capsule can't be seen — unless, when you get a pink 'B' you can exit the screen. But, if the screen you're on is easy or you are nearly finished it, don't exit! Bounce around for a few seconds. Don't pick up anymore capsules until you get the 'P'. Also the exit will close whenever you pick up a capsule including a 'P'.

Laser also seems a bit of a rarity in the 64. To get this do the following. Get a divide (D) capsule, the ball will split into three balls. Lose two balls and keep the other one bouncing.

ARMY MOVES

A plea for help arrived on my desk from Neil Whittley of Wolverhampton who is having a lot of problems with *Army Moves* on the Amstrad. So, if you have any pokes or hints to help him, drop a letter to me.

Mr D Kong of Southampton is a recent convert to *C+VG*. Having seen other readers pleas for help, he decided to see if anyone can help him — before he gives his Spectrum a free flying lesson out of the window. His problem concerns *Green Bert* — he needs a poke for infinite lives. As you can see from his photo — he is in the process of giving his *Spectrum* that flying lesson.

Here's Marten Mabey of Southampton and his faithful mutt. His quick tip is for *Fist II* on the Commodore. When near the water fountain, if you do a backward somersault followed by a foward somersault, you get infinite lives!!

FIRETRACK

Reuben Harris has some quickies for the BBC.

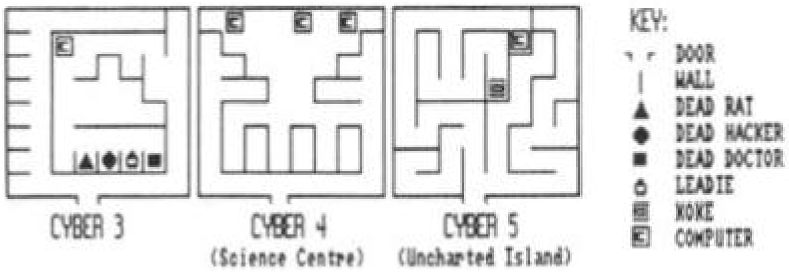
Firetrack — holding shift-lock, f0, f9 and Copy, while pressing space to start, then escape, space will start you on the second last level with about 60 lives — do you have enough fingers to hold those all down Reuben?

CHOLO GUIDE

Before attempting to complete *Cholo,* Martin Dudman and Stephen Robertson suggest that you read the manual and you are in complete control of Hacker. First you have to take Hacker back into the computer building and go to the computer. (use the maps to help you find your way around). Once you have found the computer, logon by moving into it then select READ and read the file RADARPRG. This program gives you radar for spotting buildings and other robots. Disconnect yourself from the computer and get back outside.

Once outside go east to the Bridge (two). Once there, stop. Return to the menu and select RIZZO the RAT. Bring him to the bridge and start to go across. Move across to the far left hand side of the bridge and keep going forward. When you are about quarter of the way across, four guards will appear and open fire on you. Do not stop! Keep going forward and move to alternate side of the bribge, dodging the guards and their shots until your damage gets dangerously high. If youre lucky you will be able to get the RAT across the bridge in one go. If not, return to the menu and select Hacker. Move Hacker across the bridge as you did with Rat, but when the first shot hits you, return to the menu and select Rat.

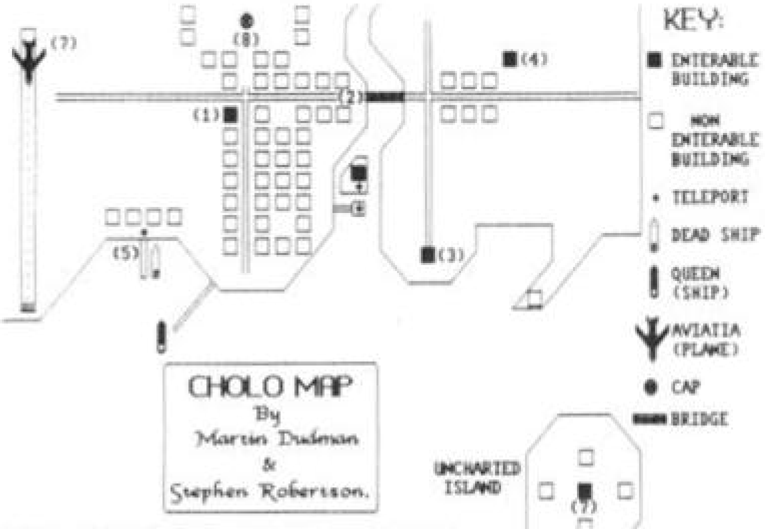
If Rat has crossed the bridge you can go straight to (four) to get Leadie. If not, you will have to wait for the Rat to repair itself before prosceeding across the bridge. Once Rat is across, select Hacker again. You will be able to move him further along the bridge until the guards appear.



PASSWORDS:

REBELS - ?	ACTION - CAMERA
KLAATU - LEADIE	FLYBOY - PLANE
LOREAM - KOKE	FREDDY - ?
PLUGIN - HACKER	PHILBY - GUARD
LEGEND - ?	MCLEAN - GUARD
STETHO - DOCTOR	BLUNT - GUARD
BRAZIL - FLYEYE	HOLLIS - GUARD

NOTE: MAP OF CHURCH NOT SHOWN HERE BECAUSE NO USEFUL ITEMS ARE TO BE FOUND THERE. CYBER 2 IS LOCATED IN THE CHURCH, BUT IT ONLY CONTAINS A MESSAGE FROM THE AUTHORS.



NOTE: MAP NOT TO SCALE. BASED ON ARCHIVE MATERIAL AND EXPLORATION USING ROBOTS EQUIPPED WITH RADAR.

continued from page 51

When they appear go to the menu. Select Hacker again, and the guards will have been reset, allowing you to move a little bit more across the bridge.

If Hacker gets badly damaged you will have to wait for him to repair himself before proceeding across the bridge, so while you are waiting, use Rat to go and get Leadie from the building at (four).

When you have found him, paralyse him, move into him and enter his password (underneath the maps). Select Leadie from the menu and take him outside. By this time Hacker will have been repaired enough to make a bit more of the journey across the bridge.

Once you get Hacker across the bridge go South to (three) and find the computer in the Science Centre. When you find the computer move into it, as before — but, as soon as you access this computer it will display the message "ship control". This gives you control of Queen the Ship, anchored off the coast. Do not disconnect yet. Read the file hack 1 then disconnect and leave the building. Go to (four) and use the computer in there to read Hack 2. Disconnect and go outside. Give the programs Hack 1, Hack 2 and Radar to Leadie.

When you have done all this, select Leadie once more and cross back over the bridge. Take him southwest (five) to the dockside. Then select Queen the Ship and sail her north to the dockside. You should be able to see another ship and a jetty. Sail slowly, close to the left hand side of the Jetty and dock the ship. When this is done correctly, you will get the message "docked"s — which means you can now board the ship using the teleport. Select Leadie and board the ship by using the teleport. Select Leadie and board the ship by moving him onto the teleport. Once on board select Queen the Ship, reverse her out of the dock and go southeast to the island. Sail round to the South Eastern corner to the dock. Dock and select Leadie to disembark. Go to (6) and enter the central computer building. Find Koke, paralyse him then give him the three programs.

Select Koke from the menu and find the computer. Read the file Atmostxt and disconnect from the computer. Leave the building go back to the ship and teleport on to it. Select Queen, reverse out and head back to (five). Dock, then disembark Koke and go North East to (seven).

Take over Aviatia the Plane in the usual way and load Koke onto Aviatia by moving into it again, select Aviatia and take off. Fly to (eight). Fly through the gates and crash it into the pyramid shaped building in the middle and you should get the message "The End . . or. Is It?"

HEAD OVER HEELS

Head over Heels, that's what Matthew Clark of Bristol is for Ocean's game for the Commodore and Amstrad.

Head's Adventures — in the first room where Head starts off, a vital method of climbing ladders has to be learned . . . jump onto the first rung. Leap out to the right and immediately glide left onto the next rung. Continue this method until you reach the rabbit at the top. Jump onto the teleport in the top left corner. Jump again to operate it and you're away to the next area.

Go through the lower door and fall down a floor. Take the lower exit again then go left. Jump from stone to stone until you reach the switch. The robot will be turned off and some blocks become solid. Get the pile of doughnuts and then exit.

In this corridor, leap over — what Matthew refers to as electric toasters. They will kill you on touch. Go through the door. Go down again and you should come to a room with a deadly robot, a spring and a reincarnated fish.

Avoiding the robot, go right. Here is the hooter needed to fire the doughnuts. Jump onto the double stage at the top. Leap right, to the second double platform. Keep you 'jump' button/key pressed. Press the 'down' key (or joystick down) when you land. When you hit the middle stage, again keep 'jump' pressed, but this time press right on landing. You should now have the hooter. Jump back to the previous stage, and then to the door. You could try the weapon on the robot. Get onto the spring and leap towards the fish. Your game position is now saved.

Exit up, left, left (jump over craters). Then go left again. Leap over the barrier — it prevents you meeting Heels. Exit left.

Jump onto the middle blocks and keep jumping left as the blocks disappear. Jump into the exit and go left again. Jump into the part of the wall second from the left. It will vanish. Avoid the 'heli-bee' and get the rabbit and doughnuts.

Exit right, then up, then up again. Go left, you may have to shoot some of the large robots to do so. Beware, the drum like objects — they kill on contact.

The next room is quite large. Go to the left, not touching the crates or the spinning heli-bee. Go through the exit.

Jump onto the stool and then onto the platform. Push the three objects off the end. The conveyor belt will push them forward and onto the ground in a pile. Get down yourself and manoeuvre the pile to about one square in front of the entrance — jump into, then onto the blocks and through the exit.

Do not take the next right exit as it only leads back to the other screens. Instead take the upper exit.

Jump right — to the long line of platforms (the floor is deadly). Stop at the fifth block and jump onto the platform in the middle of the screen. Jump to the next block and keep your 'jump' key down as the block dematerialises. Jump back in the middle block, after getting the fish, and then to the upper entrance.

Go through it and down a floor. Exit right and wait for Heels.

Heels Adventures — in his first screen, go to the bottom of it and jump onto the teleport. Press 'jump' again to operate it.

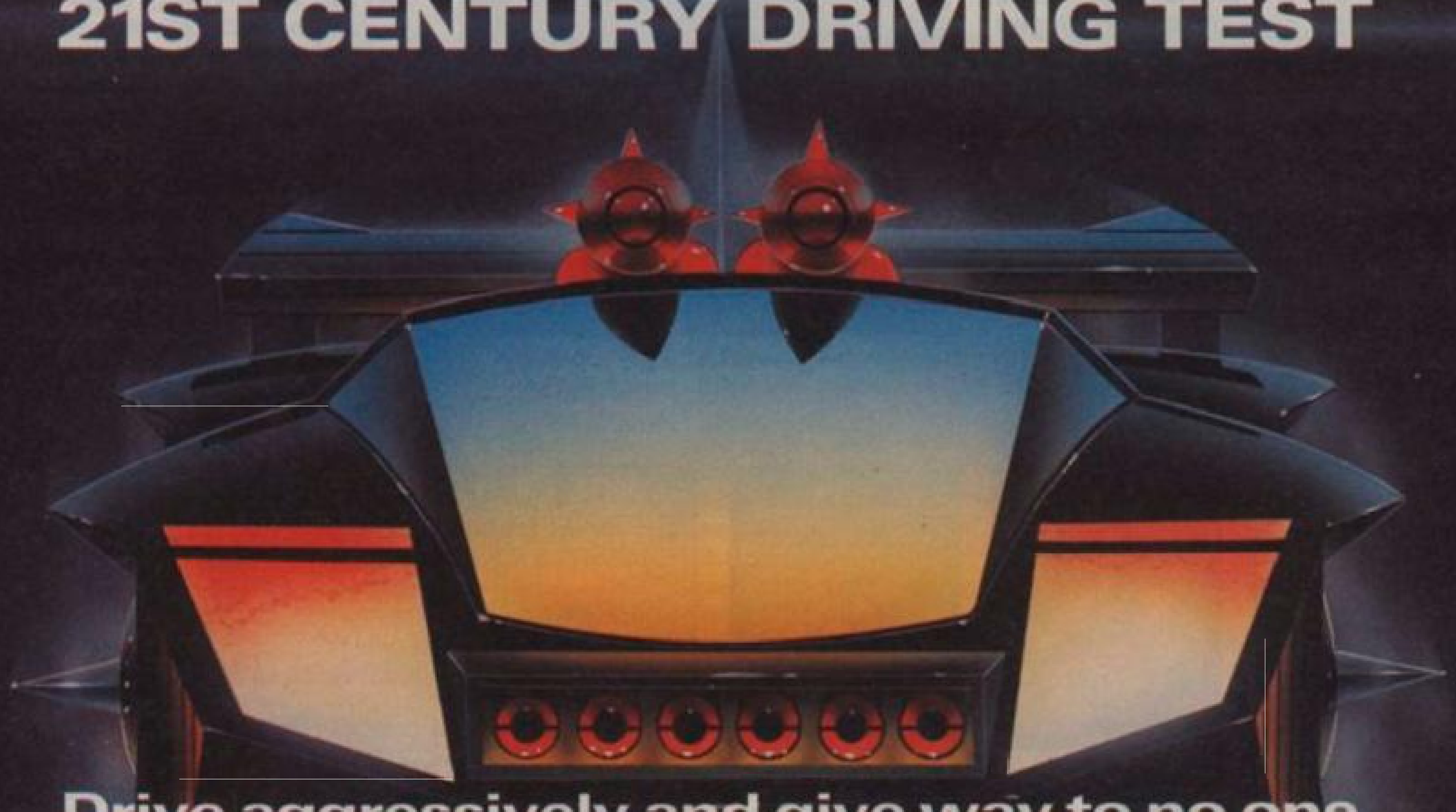
Push the spring up against the wall below the exit, jump onto it and then spring into the exit to leave. Jump onto the stool, go up a floor and jump onto the rollers. Jump into the exit when the rollers push you by it. Ignore the fish in the next room and just take the right exit.

THE LAST NINJA

Hot off Paul's lips comes this tip for that superb game from System 3 — *The Last Ninja*. We've had a lot of phone calls asking how to finish the first level. You will need to find the potion which puts the dragon to sleep. Don't forget to check behind the rocks!!

AUTO DUEL

SURVIVE THE 21ST CENTURY DRIVING TEST



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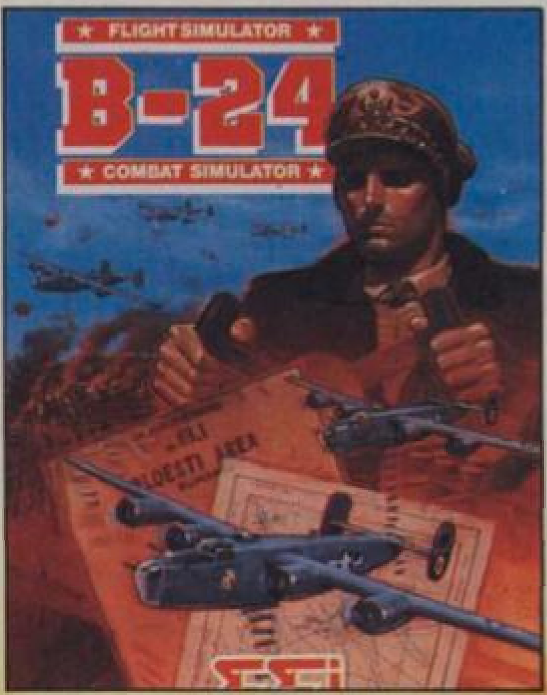

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B – 24

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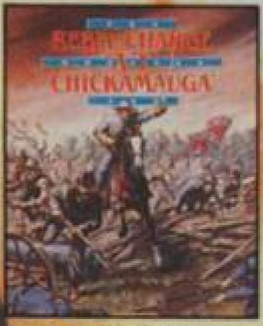

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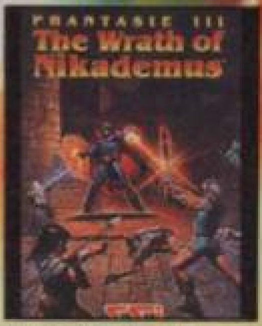

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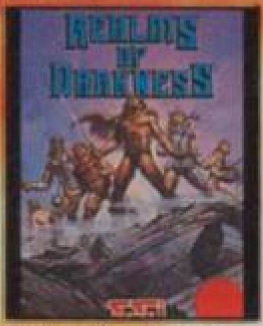

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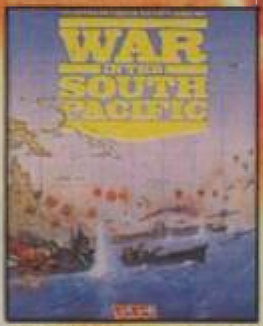

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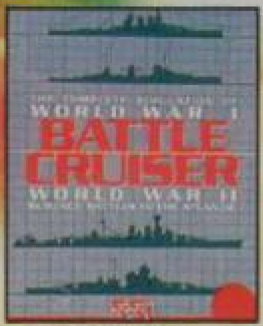

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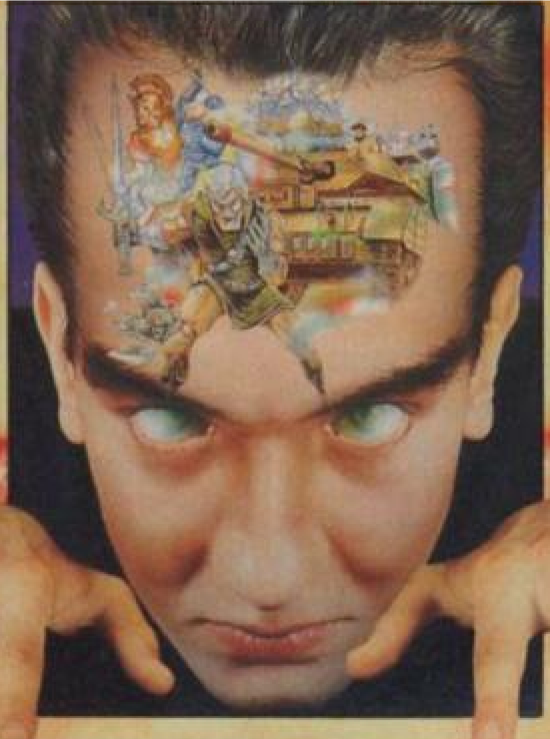

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STRATEGIC SIMULATIONS INC

the WARrior

RT Smith is generally held to be the best British computer wargames programmer around. He's the man responsible for *Arnhem, Desert Rats* and now *Vulcan*. But who is the mysterious RT Smith? C+VG's Man of War Steve Badsey yomped his way down to deepest, darkest Surrey to confront this unknown warrior. Advance and be recognised, he ordered. The rest, as they say, is history.

Wherever serious wargamers gather and discuss computers, the name of R.T. Smith is mentioned with respect and admiration.

The author of *Arnhem*, of *Desert Rats*, and now of his latest offering, *Vulcan* — covering the Tunisian campaign in the Second World War — is perhaps the only British computer wargame designer whose work can be compared with the best American and Australian games.

The "common sense" command and control system which is the distinctive feature of his work enables the player to concentrate on a winning strategy, rather than fussing over game mechanisms, and his judgement in modelling historical probabilities is second to none.

All of this made me rather apprehensive when I asked to meet R. T. Smith. He clearly knew too much about history, and about wargaming, to be just one of the mathematically brilliant writers in their teens who provide the bulk of computer games.

So who was I going to meet? Was he perhaps an elderly civil servant with a lifelong interest in military history who had taken to computers late in life? Or did those initials hide a beautiful young lady with a rare interest in warfare? Perhaps I would simply be confronted with the sort of person who knew everything about everything, and in his spare time wrote games like *Vulcan* for fun.

As it happened, I needn't have worried. Bob Smith turned out to be a polite, impeccably mannered 23-year-old living quietly in a Surrey village.

Bob learned about computers first at school, with the old mainframe language Fortran using punched cards to input the data. He taught himself BASIC while still at school, and his parents bought him a Spectrum for Christmas.

Meanwhile, he got interested in wargaming in the Ancient period, using the almost universal Wargames Research Group rules.

Yes — in answer to my question — he read campaign histories before writing his wargame programs, but more important was that early knowledge of conventional figure wargaming. Having grown up with wargames and computers, he knows if his program "feels right" in recreating history.

Bob's first game was written while he was still at school, and vanished more or less without trace. Called *Confrontation*, it was a twentieth century, battalion tactical level game which allowed the player to design his own scenario before playing.

He wrote it for the Spectrum only and approached Lothlorien, who published it in their *Warmaster* series. He wrote a conversion for the BBC while at Birmingham University reading physics, and decided to become a full-time programmer.

So began an attempt to write a two-player expanded version of *Confrontatiion* which was intended to be an arcade-style game. But, between the wargaming and reading *A Bridge Too Far* something happened, and the result was the solo game *Arnhem*, finished in 1984. Bob wasn't happy with Lothlorien by now, and so offered the game first to PSS, and then to CCS who accepted it. *Arnhem* proved a major popular success, reaching number 10 in the W.H. Smith best sellers, and remains one of my own favourite games.

The five-scenario *Arnhem* was one of the best games of its year, and Bob was given an Amstrad to write a conversion for it. He agreed with me that he was missing out a large number of people, but the conversion to 64K for the Commodore and the Atari would involve a great deal of re-writing, and I get the feeling he doesn't like writing conversions much. His next game was *Desert Rats*, which took more than six months to write and appeared at Christmas 1985 in Spectrum, 128K Spectrum and Amstrad versions.

The appeal of *Desert Rats* is that the advice given to all armoured commanders — press on as rapidly as possible, a punch protects itself — really works, except for those infuriating moments when your master plan grinds to a halt on empty petrol tanks.

Desert Rats, as Bob put it to me, got much better reviews than *Arnhem* but didn't actually sell as well. I thought that the only thing which stopped it being perfect was that lack of aircraft, and the ability of an opponent to see all the forces all the time.

Vulcan, which has both air power and hidden movement, appeared before Christmas and is probably the outstanding British computer wargame of the year.

His next work will probably be the lively arcade game that he always meant to write. Going back to the days of figure wargaming, when he commanded armies of Selucids and the Macedonians of Alexander the Great, there is also the idea in the back of his head of a game covering ancient warfare, which has been surprisingly neglected by computer game designers. *Vulcan*, I remembered as I left, is in ancient mythology the Smith of the Gods!

WAR GAMES

VULCAN

- MACHINES: SPECTRUM/128K SPECTRUM/AMSTRAD
- SUPPLIER: CCS
- PRICE: £9.95 (CASS)
- VERSION TESTED: SPECTRUM

Most people have heard of the battle of Alamein. But not enough have heard of what came after Rommel had been driven from the western desert in Tunisia, where the Axis forces were still capable of holding in Africa.

In a remarkable campaign between November 1942 and May 1943 British, American and French forces inflicted on the Axis its first major defeat in the west by destroying the *Panzerarmee Afrika* and opening the way for the invasion of southern Europe. What makes this campaign, operation *Vulcan*, exciting is the constant arrival of fresh forces on both sides, producing wild swings in the balance of strength, with the Germans trying to hold onto Tunis and the Allies to break through to the coast.

R. T. Smith's game features four short scenarios (the 128K version includes a further scenario and some "what if?" variants) including the initial "race for Tunis" after the Allied landings in north Africa, in which the campaign could have been ended in a month; and, most interesting of all, the battle of Kasserine Pass, the first encounter of the war between the Americans and the Germans.

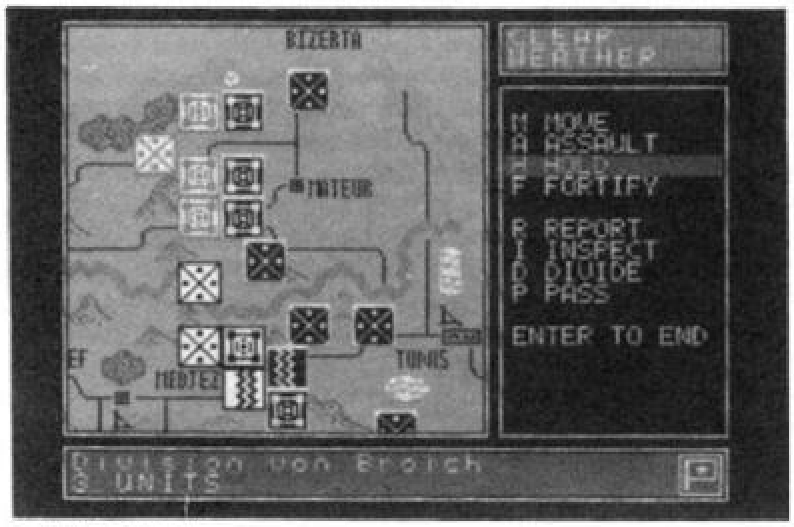
If anything, his morale and fighting power ratings are over-generous to the Americans, but stopping the German drive is, on either the one-player or two-player option, difficult enough. The whole Tunisian campaign takes anything up to eight hours to play against the computer, or 16 against a human opponent, but there is a simple save-to-tape mechanism and the actual game plays quite quickly.

The heart of the game is the order system. This allows the player to input a broad objective order to the divisions under his command, receive some information as to their strength, and then allow them to carry out the order over a long period rather than needing to issue fresh orders every move. The subordinate formations move and fight with the division, and need only be accessed if the player wishes to give them specific orders. An additional refinement on previous R. T. Smith games is the use of hidden movement, plus the use of a very simple system of providing air power for reconnaissance and ground attack — the chief value of which is to demonstrate just how poor air suport was for both sides in the campaign.

Some program re-writing has also allowed for an extremely large campaign map of Tunisia to be included in the display, with perhaps a sixth of the full map visible on the screen at any one time. Manoeuvring a single tank regiment around so much empty space, unable to locate the enemy, can easily make the most aggressive table-top player very cautious indeed.

This is the best of the three wargame programs written by R. T. Smith, and probably the last for a while. Although the computer is — unlike that of *Desert Rats* — a worthy opponent, I find it works better as a two-player game, and should satisfy even the most critical of wargamers.

▶ GRAPHICS	7
▶ PLAYABILITY	9
▶ REALISM	9
▶ VALUE	9



Division von Broich
3 UNITS

● **VULCAN**

BATTLE OF BRITIAN

- MACHINES: SPECTRUM/AMSTRAD/CBM 64
- SUPPLIER: PSS
- PRICE: £9.95 (CASS)
- VERSION TESTED: SPECTRUM

PSS has now produced a Spectrum version of its *Wargamers Series* Battle of Britain game. It should be said at once that it isn't very good, and certainly not the best Battle of Britain game on the market. Many of the *Wargamers Series* work on the same basic program routine — the "enemy" forces approach from one corner of the map moving towards the other, the player (there is no two-player option) responds by cycling through options and moving forces rapidly with a joystick, and at the moment of contact the game goes into an arcade sequence. It works for some types of battle — it works very well for *Bismarck* — but it doesn't work at all for air combat over south-east England in 1940. The German forces attack anywhere from the Wash to Lands End, but the Fighter Command which opposes them has, unaccountably, lost 10 Group and so has no fighters stationed west of Portsmouth.

Interceptions are far too easy to make, and so in order to make the game harder two very unrealistic features have been introduced. The first is that after one interception a squadron is considered "out of ammunition" and must land to replenish, the second is that airbases and sector stations are arbitarily put out of action by being "fogbound" at all hours of the day, although this fog can clear again in an hour.

The arcade sequence gives the view from a Spitfire cockpit in attacking enemy formations.

This game is one more proof, I'm afraid, that you can't take a good computer program (and it is good, make no mistake) and turn it into every battle there ever was.

▶ GRAPHICS	5
▶ PLAYABILITY	5
▶ REALISM	3
▶ VALUE	5

BATTLEFIELD GERMANY

- MACHINE: SPECTRUM/128K SPECTRUM/AMSTRAD/CBM 64/128
- SUPPLIER: PSS
- PRICE: £12.95 (CASS), £17.95 (DISK)
- VERSION TESTED: SPECTRUM

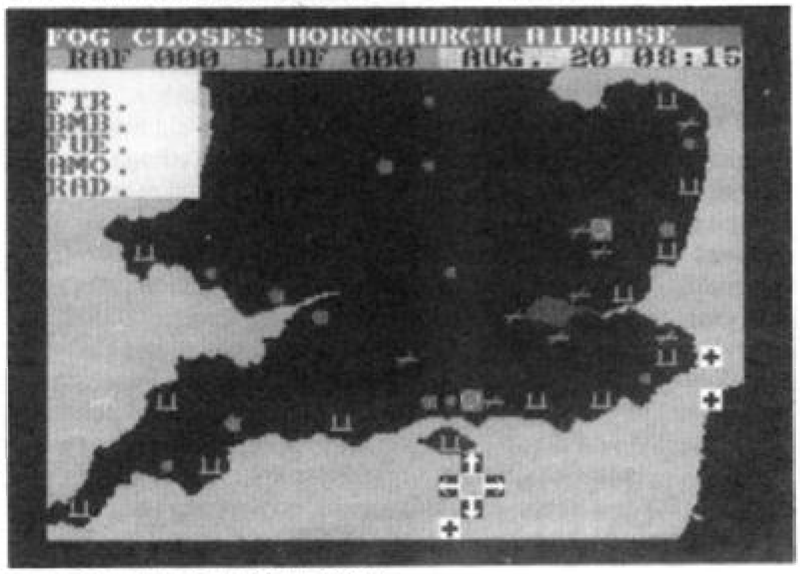
This is one more from the PSS *Wargamers Series*, which now includes a very wide range of games, some good, some not so good.

There are already enough World War Three games on the market, all set two years in the future and some showing their age as the future becomes the past.

Battlefield Germany, covering a familiar scenario of a Warsaw Pact assault across the Inner German Border in 1989, would have to have been really spectacular to have made an impression.

In fact, I find the game completely unplayable. That isn't an exaggeration, I can't find a way of playing it. On either one or two player option you are presented with a main screen showing the immediate battle area, with top right a smaller screen showing the whole of Germany and the overall strategic picture.

Unfortunately this screen is so small that there is no way of matching it to the battle screen and working out what is happening.


FOG CLOSES HORNCHURCH AIRBASE

● **BATTLE OF BRITAIN**

It was also very confusing having half a dozen units all called nothing but "Sixth Shock Army", and having the Western Strategic Direction treated as a fighting unit, not a headquarters.

So I abandoned the Warsaw Pact forces and opted instead for NATO against the computer. After all, the game was only six moves long so it shouldn't be a problem. I selected the options and waited. The computer began to move Warsaw Pact forces across the battle screen, at times bleeping to itself excitedly.

Occasionally it would ask me which unit I wanted to defend with and then ignore my instructions by attacking another. It kept on, switching from one map to another, playing the game by itself and occasionally tolerating my interference. For 37 minutes. It then asked me if I wanted to make my first move. By that time, no thank you, I did not.

- ► GRAPHICS 5
- ► PLAYABILITY 1
- ► REALISM 3
- ► VALUE 2

ZULU WAR

- ► MACHINE: SPECTRUM
- ► SUPPLIER: CCS
- ► PRICE: £9.95

Zulu War, for the Spectrum only, is a single-player tactical level game against the computer.

This is itself a pity. The real Zulu War of 1879, like all the 19-century colonial wars, was a struggle between a small regular force with little local knowledge and manoeuvrability, but devastating firepower, that could virtually guarantee a win a major set-piece battle, and a large number of highly mobile native forces, with less firepower but far greater hand-to-hand fighting ability, that could inflict a major defeat on any unprepared or divided force.

A far more interesting game could be made of the Zulu War by a two-player strategic program, with plenty of scope for hidden movement.

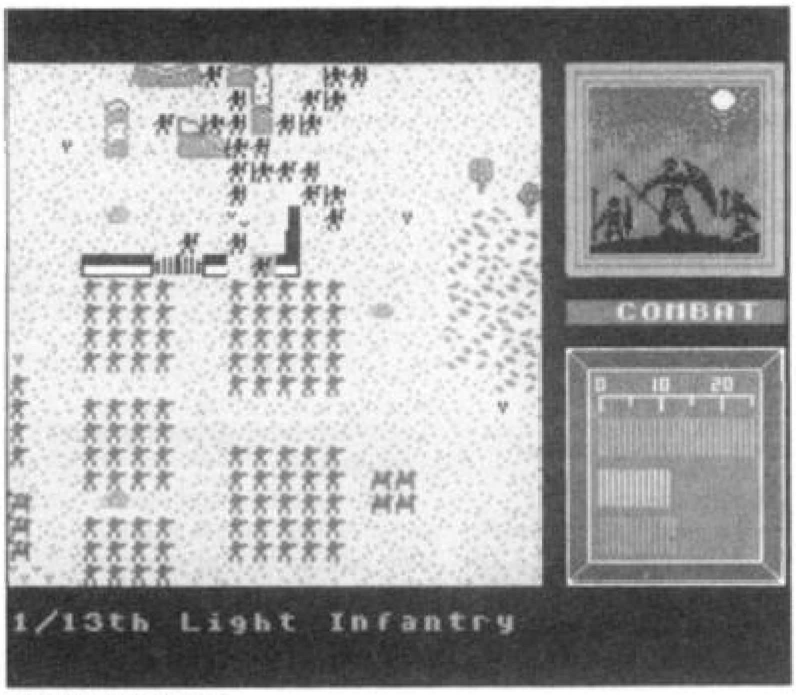
This game offers two scenarios — the final battle of Ulundi, in which the power of the Zulu was broken, and a hypothetical battle against the British second column, which was never seriously attacked, taking place at Umlalazi.

That the game needs a fictitious battle shows just how difficult the writers found selecting a battle in which the Zulu have a chance.

In the real battles the British stood shoulder-to-shoulder behind temporary defences of carts and mealie-bags. With their new longer-range breech-loading Martini-Henry rifles they were able to devastate the Zulu rushes before they ever closed to contact. Only at Isandhlwana, where the British were surprised with half their forces elsewhere, deployed with too wide a gap between units, and failed to keep up the ammunition supply, did the Zulu break through to contact.

At Ulundi, with many Zulu already dead from the earlier battles, the British deliberately chose not to fight from behind defences, but formed a hollow square of infantry with cavalry inside it, and blasted any Zulu coming near before unleashing the cavalry for a final charge.

I tried these tactics in the game's Ulundi scenario and was massacred. The game allows the British rifles such a limited range that they got only one volley before the far faster Zulu are upon them, and in hand-to-hand they stand little chance.



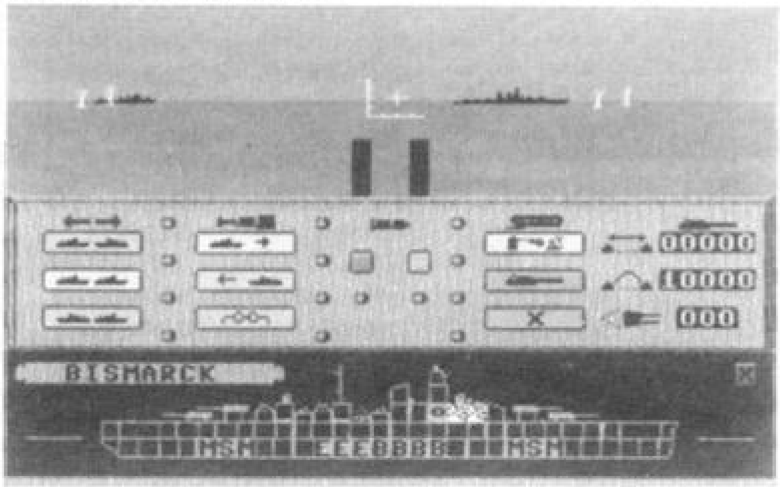
● **ZULU WAR**

The game shows the British forces as square blocks, at first five figures by five, then shrinking to four by four and so down. This works very well, producing gaps in formations and forcing the British to close towards the centre each time. But the only way to even survive the Zulu rush is take up cover behind walls in a nearby abandoned village. The Zulu advance apparently at random, but in such a way that they maintain a broad general direction towards the enemy.

So, this is probably the wrong game to play for the Zulu War, and even as a representation of Zulu War tactics it isn't good.

But the game mechanism is a wonderful one for showing a disciplined army, used to fighting in formation, against an irregular force of higher mobility.

CCS have here the basis of a really excellent series of games set in the ancient period, with say Romans against Ancient Britons or Alexander the Great against the Persians. The ability of the irregular force to create gaps in the regular lines and infiltrate through them is offset by the higher regular firepower and stability with heavy losses.



● **BISMARK**

- ► GRAPHICS 6
- ► PLAYABILITY 8
- ► REALISM 5
- ► VALUE 6

BISMARCK

- ► MACHINE: SPECTRUM (AMSTRAD/CBM 64 DUE SHORTLY)
- ► SUPPLIER: PSS
- ► PRICE: £9.95 (CASS), £14.95 (DISK)

The handful of German battleships and battle-cruisers pinned in their harbours in Germany were, throughout the Second World War, of immense concern to the British Admiralty.

If any one of them could have broken through the British air and sea defences between the Channel and Greenland it could, being resupplied by submarine, have briefly devastated the shipping routes across the Atlantic on which British survival depended.

So close was the British watch on the exits into the Atlantic that this was never very likely, but the closest the Germans came was the attempt of the *Bismarck*, with the battle-cruiser *Prinz Eugen*, in May 1941

The PSS game offers the player either side against the computer, and a choice of difficult levels.

Its main screen is the strategic map from Sweden to Greenland and from northern France to the Atlantic ocean, showing the air cover and patrols provided by both sides. The main skill for either side is guessing when and how the *Bismarck* will attempt to break out.

The *Bismarck*'s best chance is at night in bad weather.

On encountering an enemy ship the player can opt for the combat screen. This is an improvement on the usual arcade screen offered by the PSS *Wargamers Series*.

The main skill in the battle screen is manoeuvring the ship and estimating the range to the enemy target.

This is a historically good applicaton of the "hunt the enemy" program which features in a number of PSS *Wargamers Series* games. My one criticism is that, although a joystick option is offered, it is so sluggish as to be virtually unusable, and often causes the program to crash. This makes flying a torpedo bomber on keyboard controls alone rather harder than it should be.

▶ GRAPHICS	7
▶ PLAYABILITY	8
▶ REALISM	7
▶ VALUE	8

YANKEE

- ▶ MACHINE: SPECTRUM
- ▶ SUPPLIER: CCS
- ▶ PRICE: £9.95

Yankee is a grand tactical game for one player set in the American Civil War and offering two options — the player may either take the Union side at Gettysburg or the Confederates' at Chickamauga.

This is the fourth game produced on essentially the same system by Ken Wright, who has previously used it for his *Waterloo, Austerlitz* and *Napoleon at War*. Overall, *Yankee* is the best of these four games. Sadly, it is still not very good.

The thinking behind the games-playing program is in itself a sensible one. The author argues that an Army commander should have little direct control over formations below him in 19th-century warfare.

Instead he issues generalised directions to his Corps commanders. The computer makes these commanders "intelligent" so that they will query their orders, offer suggestions which from a better viewpoint they consider more likely to succeed, and can even be given full control of their forces when in the presence of the enemy, to act as they think fit.

All this sounds marvellous. Unfortunately, the program is in no respect powerful or sophisticated enough to make this system work. In a single testing game I saw the following all happen: a Corps ordered to attack an enemy of its own strength send forward a single division (a third of its strength) to be massacred while the rest just shuffled around; a Corps commander ordered to hold requesting permission to retreat, and when this was granted attacked with half his force while the rest moved sideways; a Corps ordered to attack query its orders and say that instead it wanted to attack (?!); and a Corps ordered to advance north-east promptly set off south-west.

The combat mechanism also remains very crude — units simply hack chunks off each other in units of 500 men, with no attempt to advance, retreat or respond to what is happening to them.

The very large random factors which made the earlier games so confused have been reduced, making it at least possible to judge an attack properly. But the combat mechanism still favours the attack very much over the defence, particularly as, if attacked, the computer opponent tends to draw into a defensive huddle which is easily outflanked or by-passed.

All this makes Gettysburgh, particularly at the hardest of the three levels of difficulty offered, virtually unwinnable, and Chickamauga virtually unlosable.

▶ GRAPHICS	5
▶ PLAYABILITY	4
▶ REALISM	2
▶ VALUE	4

GETTYSBURG

- ▶ MACHINE: CBM 64/CBM 128/ATARI/APPLE
- ▶ SUPPLIER: STRATEGIC SIMULATIONS INC
- ▶ PRICE £29.99 (DISK)
- ▶ VERSION TESTED: CBM 64

From the Americans of SSI comes the most famous battle of the American Civil War, the complex and bloody three-day encounter in which the Confederacy lost its best chance to win the war quickly and impose peace on the Union.

The game provides a scrolling map of the battlefield, with player options to take either side against the computer or another opponent, three levels of difficulty (of which the "advanced" level is very difficult indeed) hidden movement, a time-limit on issuing orders, changes in the balance of forces, the rate of arrival of forces for either side, the ammunition available to either side, and options to play any of the three days or the whole battle.

Such variety gives a handicapping system so that, at its most simple, this game could be played by just about anyone, and at its most difficult it presents a real challenge to the expert.

Both command-and-control and responses to combat have been very well thought out in this game. The presence of a good leader (or a bad one) could affect a unit's behaviour and fighting power very much indeed, and the advanced game encourages the player to move commanders of higher formations around, adding their leadership to whichever regiment needs it most.

The authors understand that fear and fatigue are more or less interchangeable, and prolonged exposure to fire quickly runs up "fatigue points" which will cause a unit to break.

My main criticism of the game is that it takes so long and plays so slowly — at least as slowly as a board game.

The program acknowledges this by flashing up cheerful messages to "wait a moment" and "the screen will be blank for a few minutes".

With the two player option you play more or less in real time, with an hour of game time providing an hour of battle. Saving to a disk is therefore almost essential unless you have a lot of time and patience.

These are, however, only small criticisms of a good, if very slow moving, game.

▶ GRAPHICS	5
▶ PLAYABILITY	7
▶ REALISM	9
▶ VALUE	7

BATTALION COMMANDER

- ▶ MACHINE: CBM 64/ATARI/APPLE
- ▶ SUPPLIER: US GOLD FOR SSI
- ▶ PRICE £44.99
- ▶ VERSION TESTED: CBM 64

The earlier SSI game *Combat Leader* gave the player command of a company of infantry with tank support in a fast-moving real time game.

Battalion Commander is the next level up.

The game is real-time, which means that the player must look everywhere at once and respond to a series of messages all asking for help.

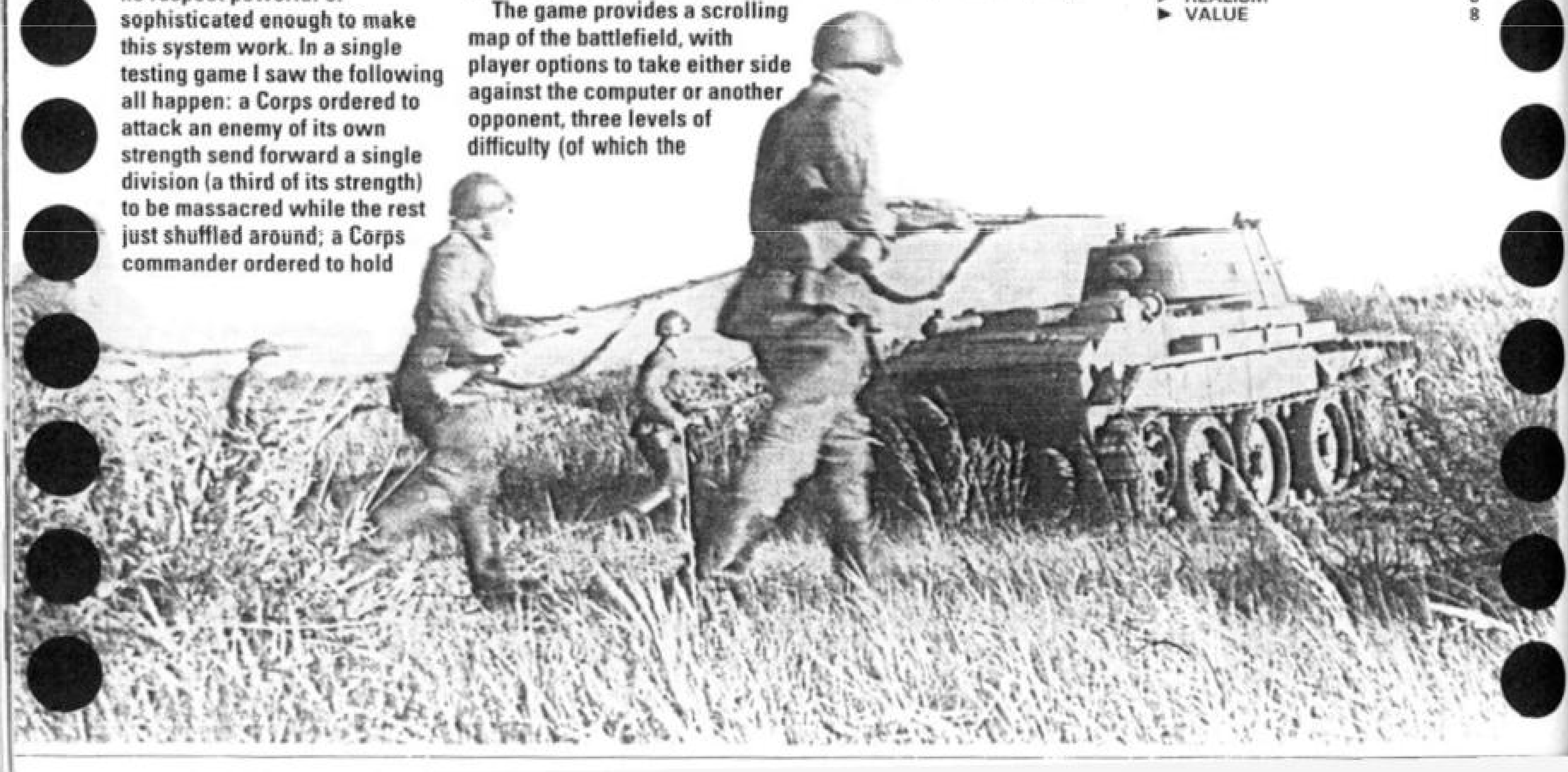
There are four basic scenarios — the "meeting engagement" of equal forces, and the "defence" game, in which your battalion will be attacked by about double its number of enemy, are straightforward.

But in the "attack" and "pursuit" options the player commands one battalion on the western side of the map while the computer runs a second battalion moving in parallel with him.

The duties of a battalion commander in combat are not, in modern war, very different from those of a company commander.

To this extent *Battalion Commander* is rather more limited than *Combat Leader* and less good in terms of playability.

▶ GRAPHICS	8
▶ PLAYABILITY	7
▶ REALISM	8
▶ VALUE	8



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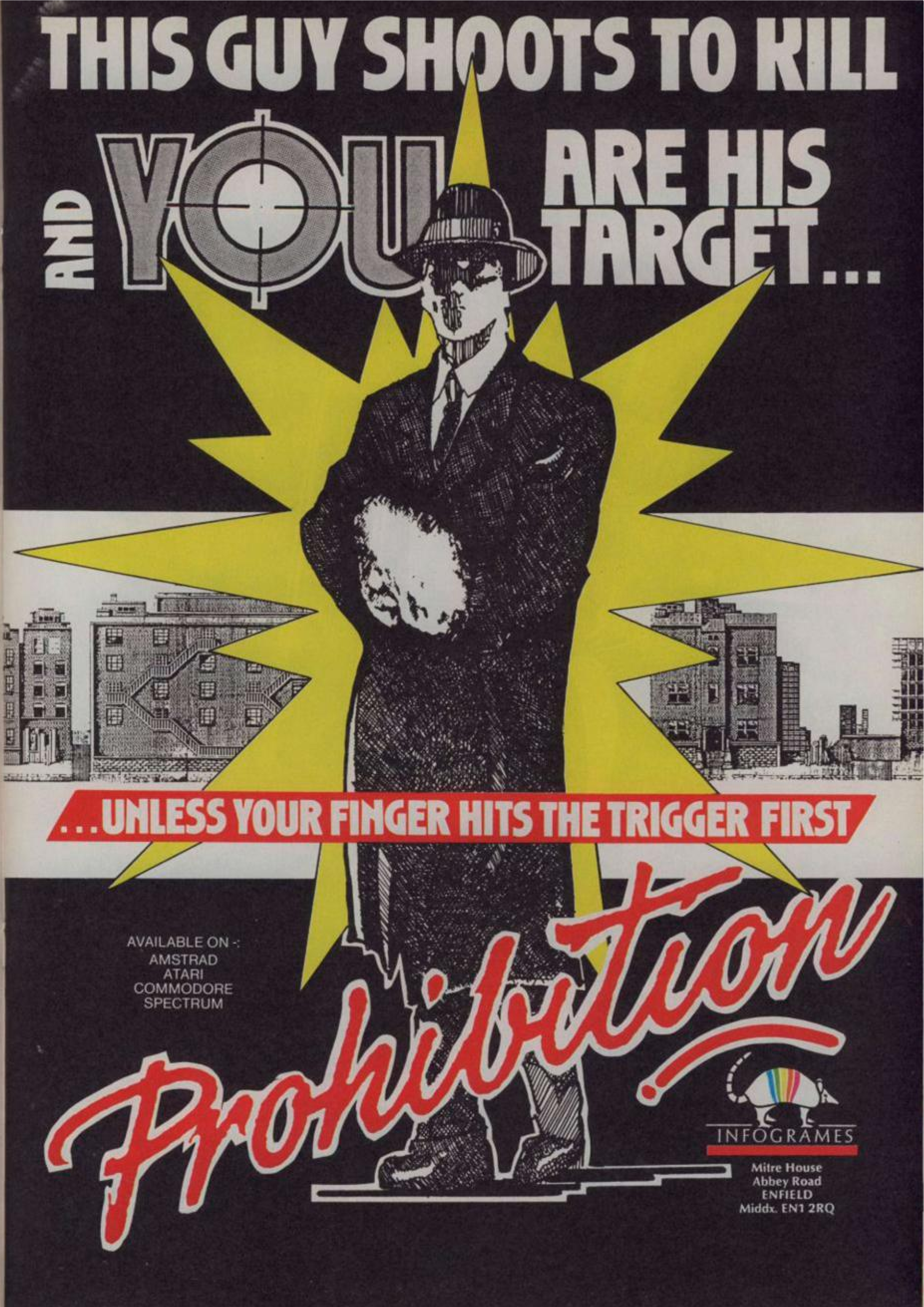
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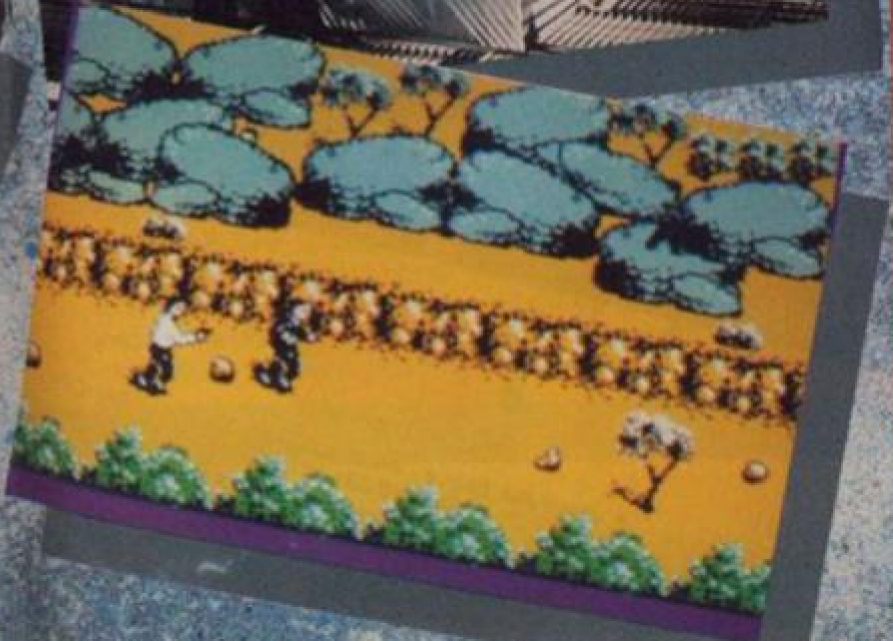
Now comes the hard part. What we want you to do is answer our special James Bond questions. Send your answers together with the printed form to The Living Daylights Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is August 16th and James Bond's — otherwise known as the Editor — decision is final.



QUESTIONS

1) Which of the following titles is NOT a James Bond film?
   A) Goldfinger
   B) Dr No
   C) From Russia With Love
   D) Icebreaker
   E) The Spy Who Loved Me.

Answer ....

2) Who is the latest actor to play the role of James Bond?

Answer ....

3) Name two other actors who have starred as 007?

Answer ....

4) Who wrote the James Bond books? Was it:
   A) Joan Flemming.
   B) Ian Flemming.
   C) Alexander Flemming.
   D) Fred Flemming.
   E) Peter Flemming.

Answer ....

5) The bond films and books always feature a really big, bad supervillian. Two of the following are not Bond villians, can you spot them?
   A) Mr Big
   B) Goldfinger
   C) Dr No
   D) Garry Williams
   E) M

Answers ....

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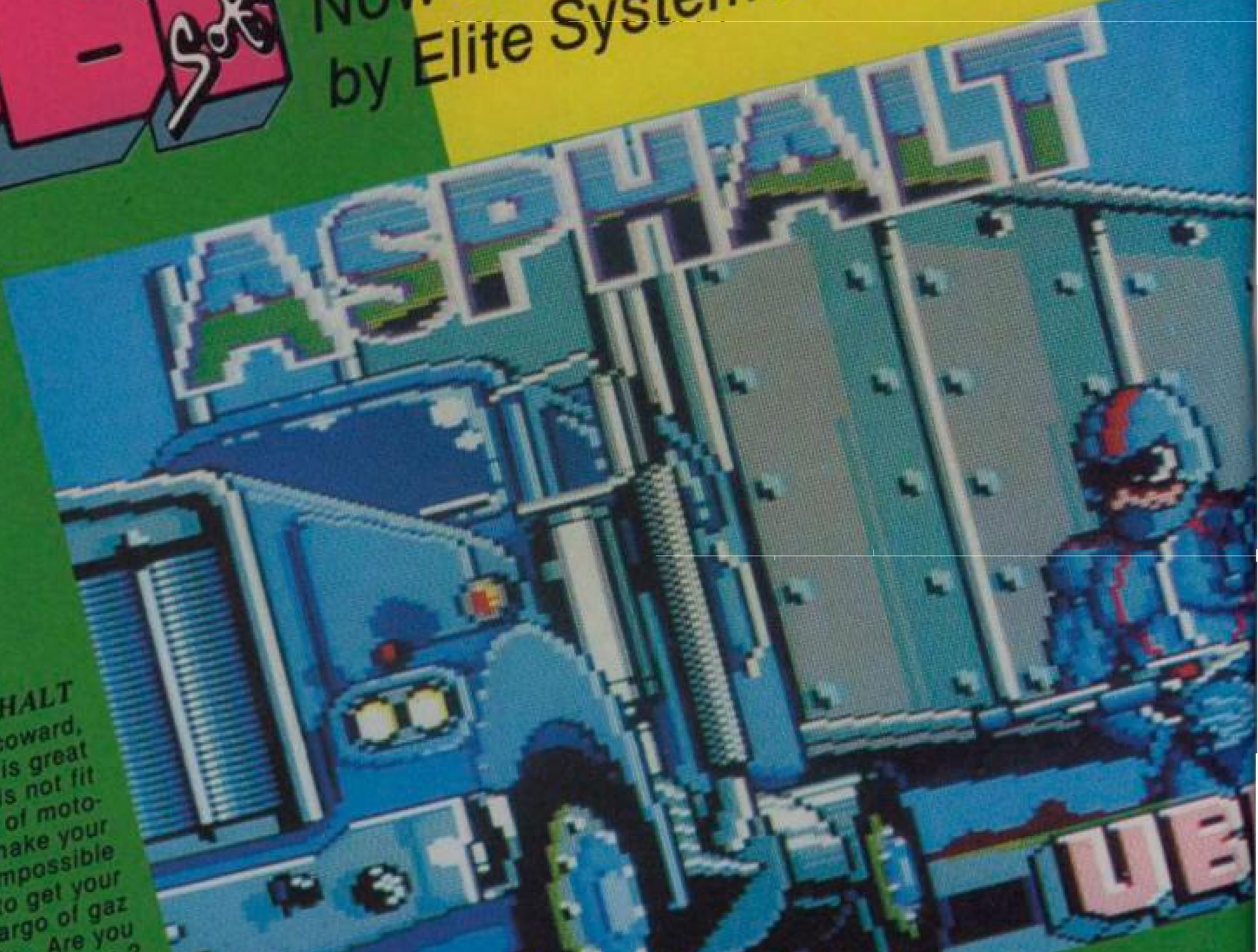
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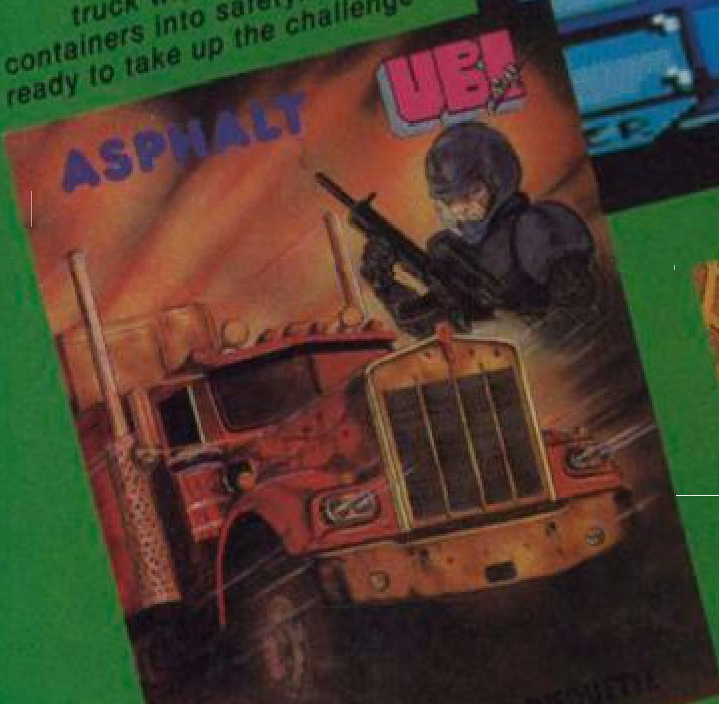
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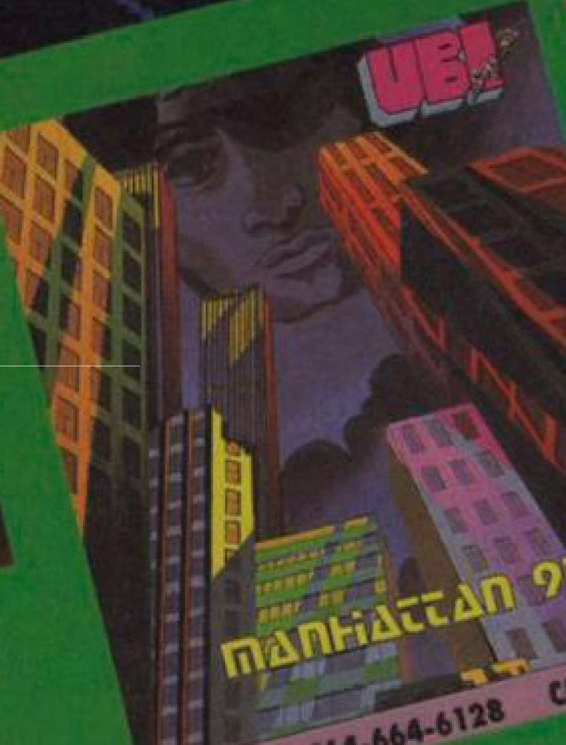
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Wayne's Play by Mail

Wayne, here again, the Number One Mail on the Play-By-Mail Scene. This month I venture Further into Fantasy and fire a salvo off at Musket and Mules. Don't forget to check out my Wonder Offer.

K.J.C. Games, one of the biggest PBM companies in the UK, and thanks to the popularity of their latest game *It's a Crime* and the renewed interest in their other games, *Crassimoff's World*, *Earthwood* and *Capitals* Kevin Cropper, KJC's managing director, decided the time was ripe to start pub meets again.

He turned up at the pub with two of his top G.M.s, Nigel Mitchell and Andy Smith, to meet the 150 players who turned out. People came from as far and wide as Bristol, Liverpool and Norwich to take part.

To cut a long story short the meet was a huge success and everybody had a great time. You could meet players that you were playing with or against, learn lots of inside info and make or break alliances.

The meet went on well into the night and it was agreed that we will all do it again soon. Next time, it will be arranged so that I can inform all C+VG PBMers out there and we can turn it into a mega meet! Keep your eye glued to this mag for details.

Readers will be pleased to note that I did my duty as your PBM correspondent and went drink for drink with Mr Copper — not an easy task.

At about 1am I managed to get him in such a state that he willingly signed an oath in blood (his) to allow TWO C+VG readers reviewers playtesting positions in each of his games, for an unlimited period of time.

So, if you want a bash at anyone of these FREE playtest positions drop me a line, enclosing the logo above, telling me how many pints you think Mr Cropper and I sank between us at the pub meet, and the position is yours!

Don't forget let me know the kind of PBMs YOU like to play and the names of any games you are involved in already.

I'll give you a clue. The meet lasted over 24 hours and I spent well over £20.00 — London prices remember!

By the way, I should mention that the *It's a Crime* offer made in the May edition of C+VG is still open. If you fancy taking part in a special game of *It's A Crime* — exclusively for C+VG readers — with the C+VG PBM trophy as the prize then write into me, enclosing the logo, and you will get a free set up in the game plus two free turns and a rulebook.

● I have received a letter from the person who runs *Muskets and Mules* telling me that the four playtesting positions I offered in the April issue never existed!! In a lengthy letter I was told that "we got our wires crossed". To say the least, I was upset and angry. Most, if not all, of the many reviewing positions I obtain are done on a "word of mouth" basis over the telephone.

There is a lot of trust and goodwill attached to these promises and to date I have never got my "wires crossed" with any other company.

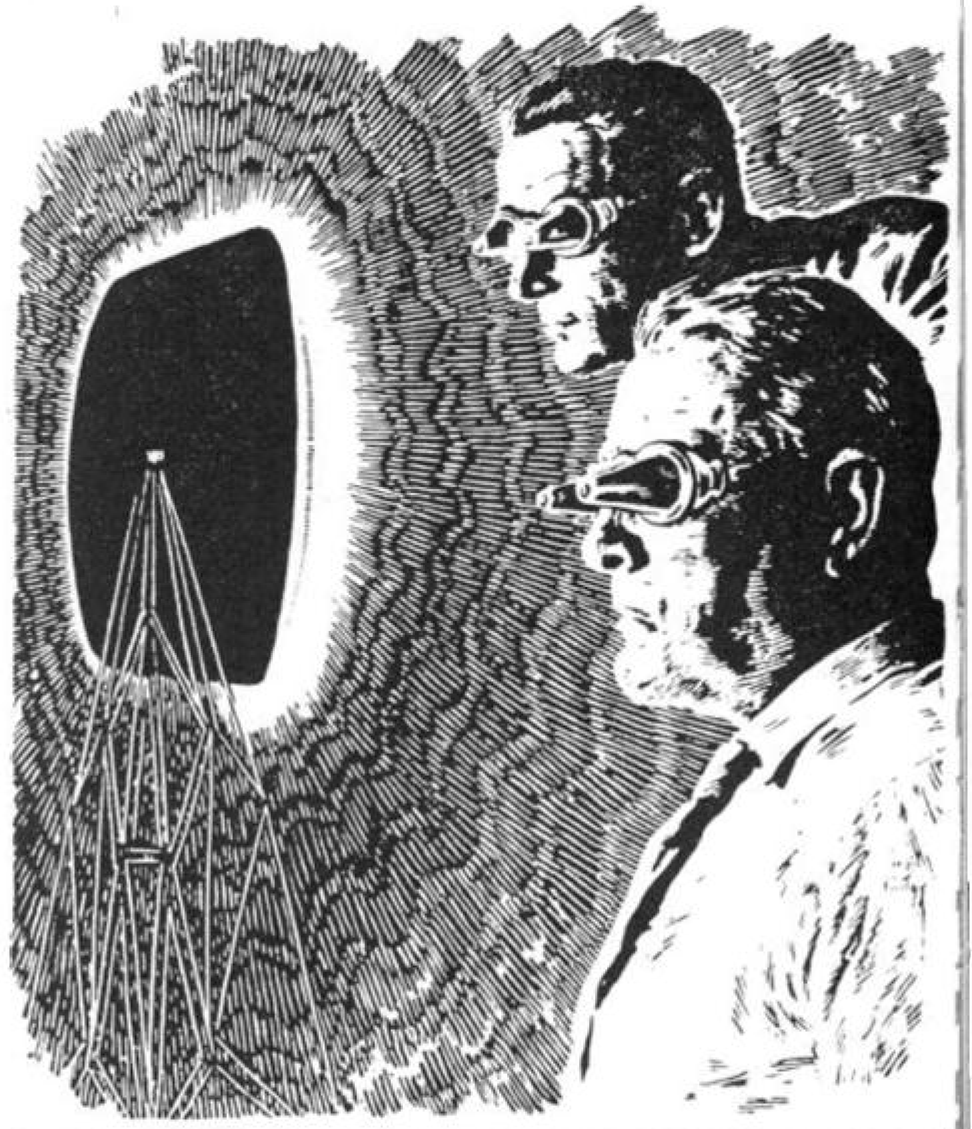
Of course, the next thing I received were letters from the winners asking me what has happened to their playtest. I would like to personally apologise to them and can assure them that they will shortly be given a reviewing position in another, and in my view better PBM.

I do not wish to get involved in a war of words over what happened, but needless to say I will never review another **Historical Engineering** product again in any capacity anywhere. I'll leave you to draw your own conclusions as to why.

● How would you like to work full time for one of the UK's leading PBM companies?

Mitre Games has written to say that they are moving into much larger office premises and expanding their business. They require up and coming GMs to moderate some of their games, both old and new.

They have not sent me any details about what type of person they require, but enthusiasm, eagerness and a willingness to learn are essential. Also they would



Wayne's
Play by Mail

probably like you to have some PBM or FRP experience and moving to London would be a must.

Interested? Then drop me a line, enclosing full details, age, and experience and I will pass it on to the people at Mitre.

I would also like to thank Mitre for the tremendous help and assistance they have given me. They have supplied me with copies of all their excellent games and I will be reviewing them shortly.

Further Into Fantasy

Although I have given this game a mini-review in the April, a large part of the mail I receive starts off: "Can you tell me more about *Further Into Fantasy* as it sounds such an interesting game?

As I always bow down to what the reader wants, here is a full review of what I consider to be an excellent game.

F.I.F. was launched late in 1986 by **The Laboratory** as a new concept in PBM. They had looked at and played quite a few fantasy PBMs and didn't like what they say — so they decided to create a game the likes of which no-one had ever seen before.

When I received F.I.F. start up kit the first thing that grabbed my attention was the rule book. It is superbly printed on quality paper and contains a lot of classy artwork. It oozes style.

I can honestly say the contents are even better than the quality of the presentation. It was all there. Easy to read rules, clear examples of how to create your character, hints, tips and much much more.

I felt like I was being guided through the rulebook by an old friend. The rules really want to make you play the game.

Also contained in my start-up package was a newsletter aptly called *What's Stirring* which once again is high quality stuff. It is packed full of articles on F.I.F. and other game related subjects. It also has indepth articles on the history and religions of the planet which make interesting reading.

What makes the game interesting for me is not only fact that it is a single character fantasy PBM. But also that the character you play is YOU.

In F.I.F. my character looks exactly like me. The fun is that you can play yourself, but you have special abilities and call yourself by a different name.

F.I.F. is a synthesis of reality and fantasy, your character is a mixture of your actual and possible attributes. By creating your character via the rules you can create someone who is exactly like you or someone who is built like Conan.

Initially you are told that there is another dimension where the planet Dorm exists. All kinds of weird and wonderful things happen there and you feel an unnatural urge to explore it.

You know the transition to the alternative dimension happens at midnight, so you make your preparations and head off for the secluded forest where it all happens.

Standing in the forest as midnight arrives you know the time is right. Then all you feel is ultimate pain and you are sent spinning off on your way. You cannot deny your destiny.

Suddenly you appear before a giant, who is standing next to a large fire pit. Several metal rods are stuck in the flames. The giant pins you to the floor, rips open your shirt and brands your chest with one of the rods from the fire. Quite naturally, you pass out!

When you awake you could be anywhere on the planet Dorm, you know not where.

You also have the letter 'T' branded on your chest. How do you survive? It is up to you.

You can become one of three classes of people: Priest, Sage or Warrior. Each class has their own advantages and disadvantages.

A warrior is not just a fighter. A warrior is a physical being who strives to make their body grow in all respects: to become strong and agile, fast and cunning. In this game it is nice to see that warriors' wits have to be as sharp as their swords.

Warriors can specialise later on in their career, becoming assassins, trackers or guerilla fighters if they wish.

Sages study ancient tombs, arcane rituals and ancient knowledge. They spend a lot of time in research for good reason. A sage when trained has infinite knowledge and access to power which other people will never know.

Special powerful magics are drawn to a sage and they may tap into them to the full.

For someone to actually play a sage in this game they must be prepared to put in a great amount of their own time for actual research. I can vouch for this as my character in this game IS a sage and I once had to write a full essay to satisfy the G.M. about a certain task. It was hard work.

In time a sage may become great enough to specialise in either Demonology, Healing, Life, Necromancy or Sorcery to name just a few.

On the other hand a priest is not just the simple puppet of a diety. Priests may gain godliness later on in their career if they behave piously enough.

A priest's power relates directly to the god that the priest chooses. Many things are taboo. Customs of Gods must be observed, tidy days respected, people must be converted. In return a priest may be granted awesome powers.

The path of a priest is a lonely one that holds great reverence. A priest will never go wanting for food or shelter and his word will often carry great influence.

Character creation

The system for creating your

character is simple. You have a pool of 15 points from which to determine your characteristics. You may allocate points to any characteristic apart from acquired magic.

There are thirteen basic characteristics to choose from ranging from Accuracy to Survival Instinct. There is no upper limit and you can spend your points as you like.

You then have to allocate your character various skills. There are 13 skills you can choose from Athleticism to Technology. Once you have done this, your character is created.

Magic

Your character starts off with two spells that are instantly useable — Sword Fire and Insight, which both come in handy.

Sword Fire, when cast on any bladed weapon, causes it to be shrouded in magical fire. This increases the effectiveness of the weapon.

Insight is a powerful incantation which allows your diety to increase your knowledge and thus you can answer complex and intricate questions. Used in the right way this spell is very powerful indeed.

Whatever class of character you choose to belong to, you MUST keep a spellbook. Every spell you discover will have a unique set of details that must be recorded.

Spells come in grades and durations. A grade one spell means that you must wait one unit of magical potential before you can use it and a duration of one means that it will last for about ten minutes.

Wayne's Verdict

This is an ideal game for a person who has never played a fantasy PBM before. It is simple, yet interesting. However, I have played PBMs for nearly five years and I really enjoy it, so it goes to prove it can be pleasing for experienced PBMers as well. It caters for everyone from players who like to hack and slay to players who like complex problems.

All of the four GMs responses are excellent, in a no-nonsense straight talking style. No dreary reports on the weather, waffle about the terrain are found in this game. It is an all action, get up and go game, with action coming thick and fast.

The style of the game is to my taste as well. A discover-it-as-you-go-along type game with plenty of previously prepared fact sheets on hundreds of subjects, from the history of the planet to priests abilities. There are also large and small scale maps plus "wanted" posters.

The company plans to release a series of fighting type fantasy books. You play your character and send the books back to see how you got on.

Later in the year they are going to issue a series of scenarios, so that you and your friends who play the game in the same area can play the board game based on the PBM!

I can also divulge a secret which to date no-one has known. Yes, this is a genuine C+VG exclusive! Every two or three months, **The Laboratory** are going to invite certain players to the Laboratory and actually play face to face with or against the other players who are in the same position as each other in F.I.F.

Yes, it doesn't matter if you are in the top ten or not, YOU could be asked to spend a weekend at **The Laboratory** playing your favourite PBM character — if you are in the right place at the right time!

Wayne's Wonder Offer

Start up in **The Laboratory** usually costs £5.00. However, C+VG readers who write into me enclosing the logo above will be entitled to:

- **50% reduction. Start-up will cost you just £2.50.**
- THREE FREE turns, worth up to £6.00.
- FREE initial newsletters.

PLUS: The first ten people who The Laboratory pull out of the hat get their MONEY BACK and get ALL of the above TOTALLY FREE.

If you have already started playing F.I.F. and think you have missed out, don't worry. If you write into me as above, you can have a second character started up for free and two free rounds as well.

What more do you need to be encouraged to start playing PBM? Get involved!

Further turns in F.I.F. are a reasonable £1.50 for normal turns or a competitive £2.00 for an ultra turn, which is much more descriptive. Please make all cheques/P.Os payable to The Laboratory.

Letters

- I have had lots of mail enquiring about a magazine called **Flagship** and other PBM magazines in general. A lot of people have heard about them, but don't know what they are or how to get them.

To set the record straight, **Flagship** is a professional magazine that dedicates itself solely to PBM. It covers all aspects of PBM, reviews of PBM games, new and old, and news of what's happening on the PBM scene. It has a tremendous scope and contains lots of useful info.

It's only available by subscriptions and costs £7.00 per four issues.

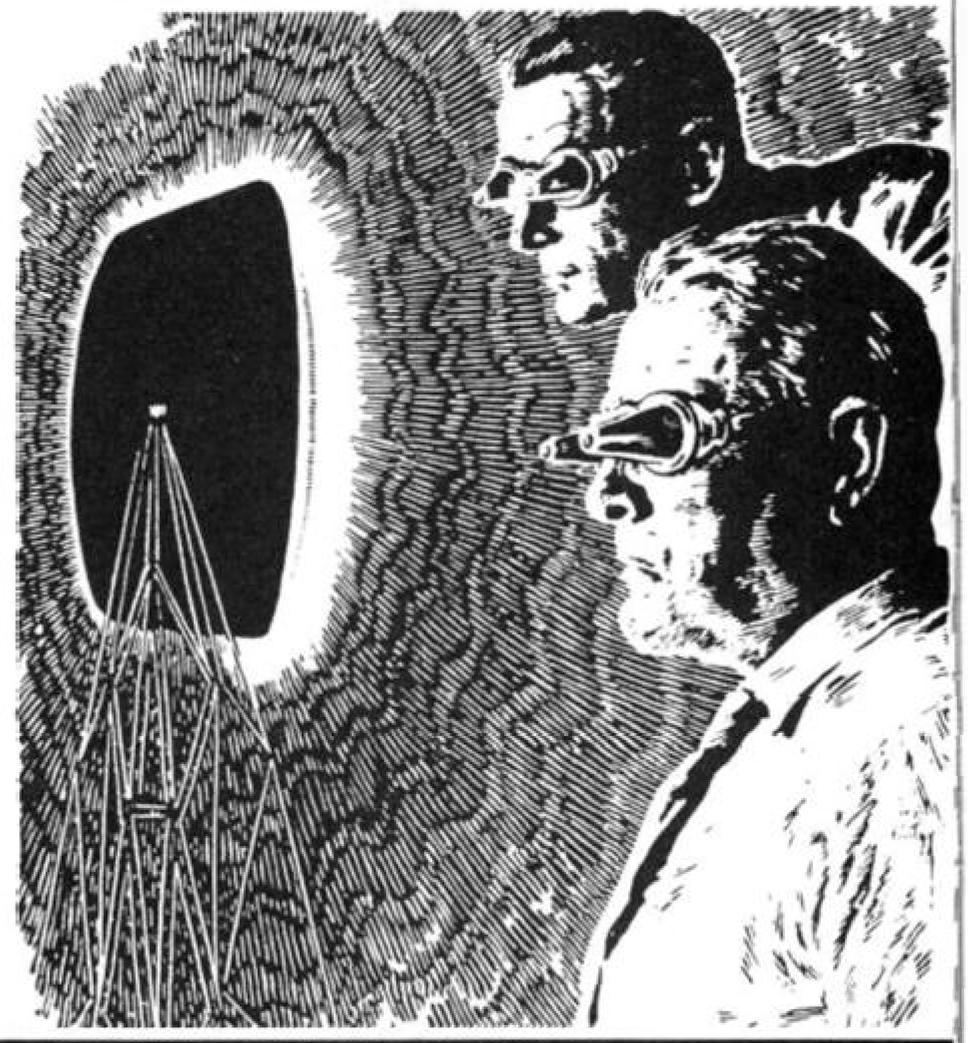
The magazine is issued four times a year in accordance with the seasons. It is a world-wide magazine and is well established having run for many years.

However, if you write to the address below and state that you read about *Flagship* in this magazine, you will be able to subscribe for only £6.00. If you are interested, please contact: *Flagship*, PO Box 12, Aldridge, Walsall, West Midlands. WS9 0TJ.

All cheques and PO's should be made payable to the magazine.

First Post on the other hand is an amateur PBM fanzine which is run off on a Micro Computer and a photocopier. It is a bi-monthly, non-profit making magazine and carries reviews on the most popular PBM's both amateur and professional.

I found it a very good read and despite the quality of the printing it has many interesting articles, covering at least four of the games you have read about in this column in the past. It costs £1.00 per copy and it is available from: K.G. Pack, Halnut Tree Lodge, 9 Kings Meadow Lane, Higham Ferrers, Northamptonshire, MN9 8JE.



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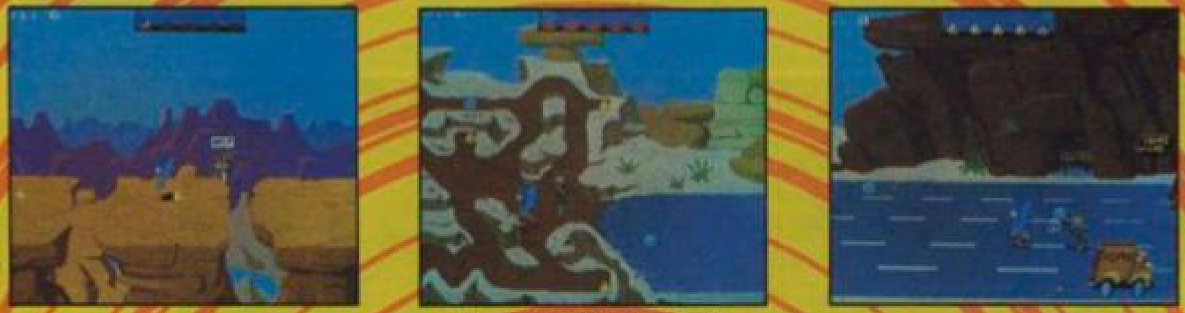

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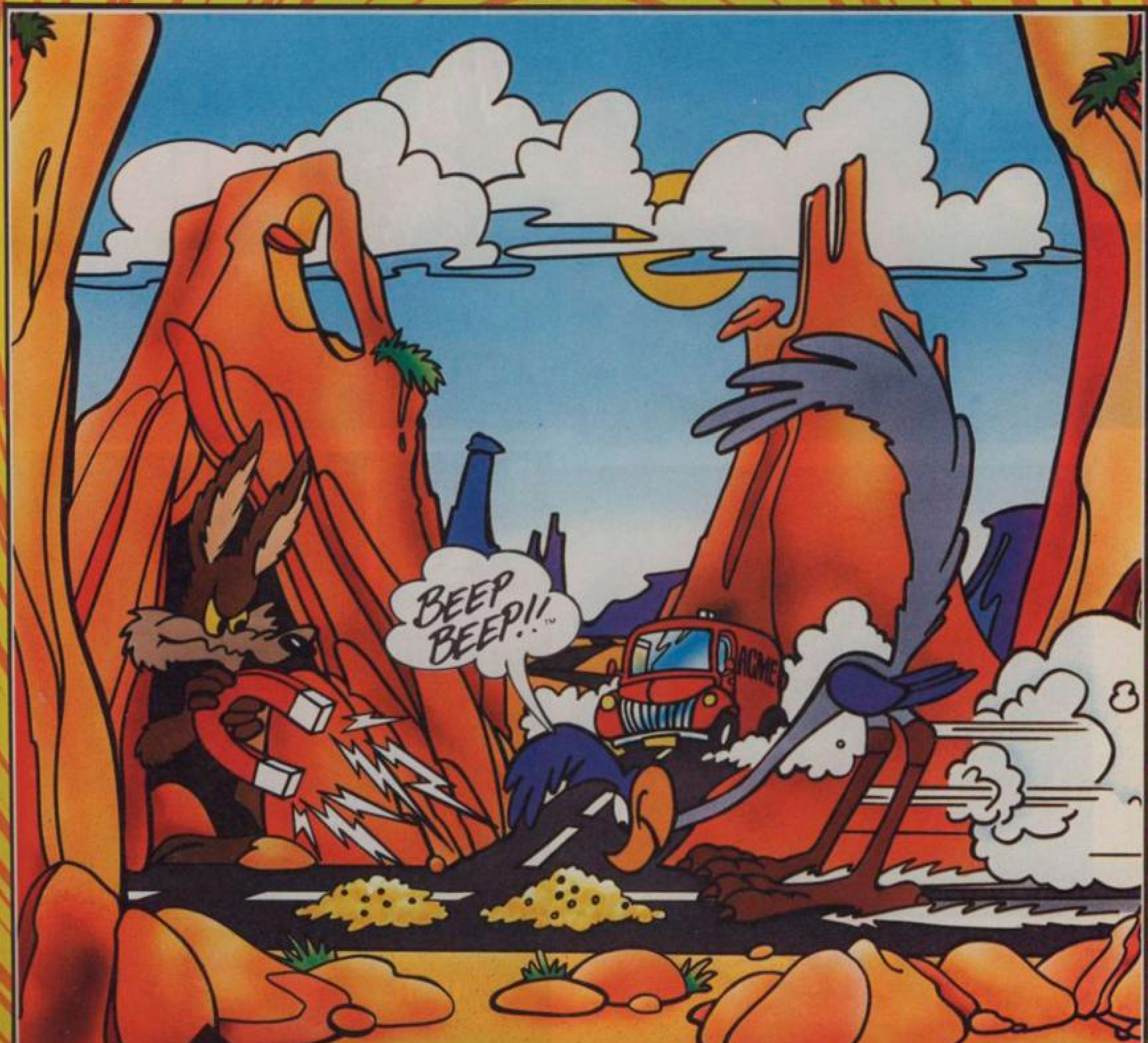
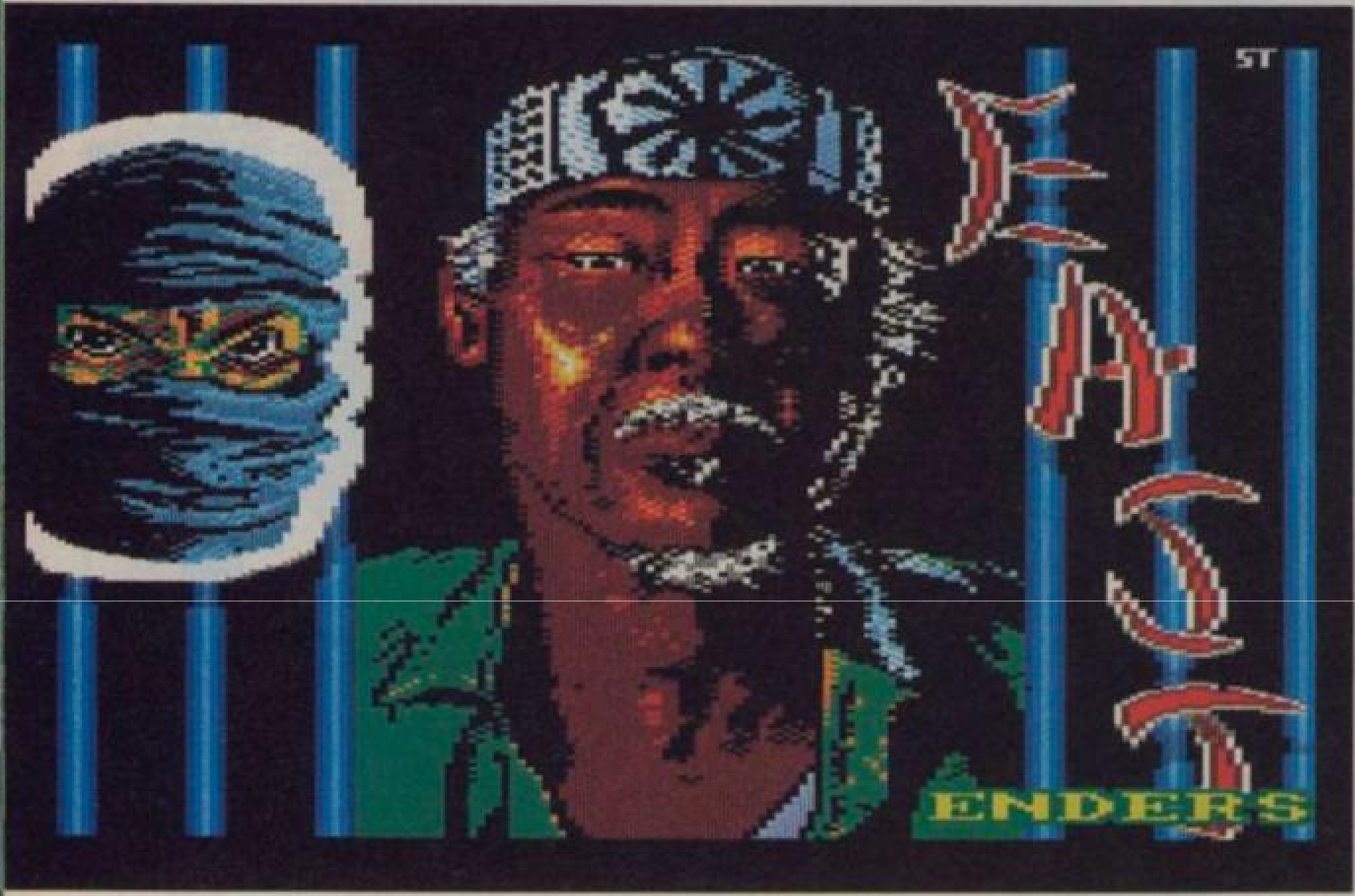
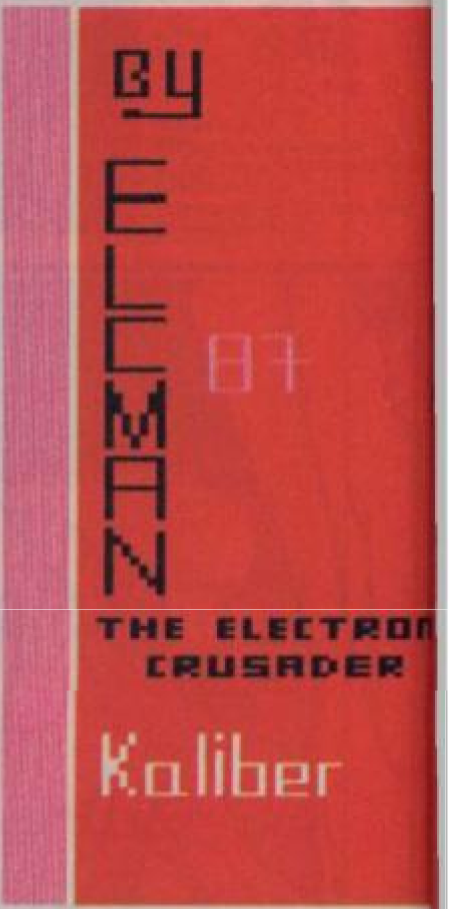
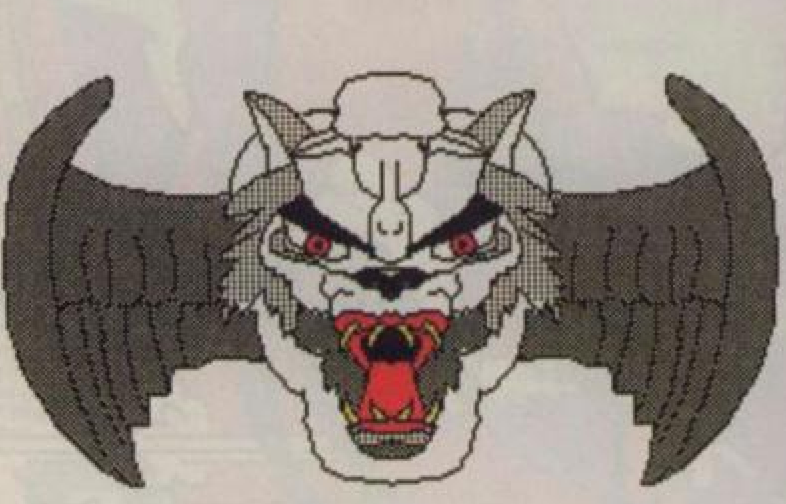


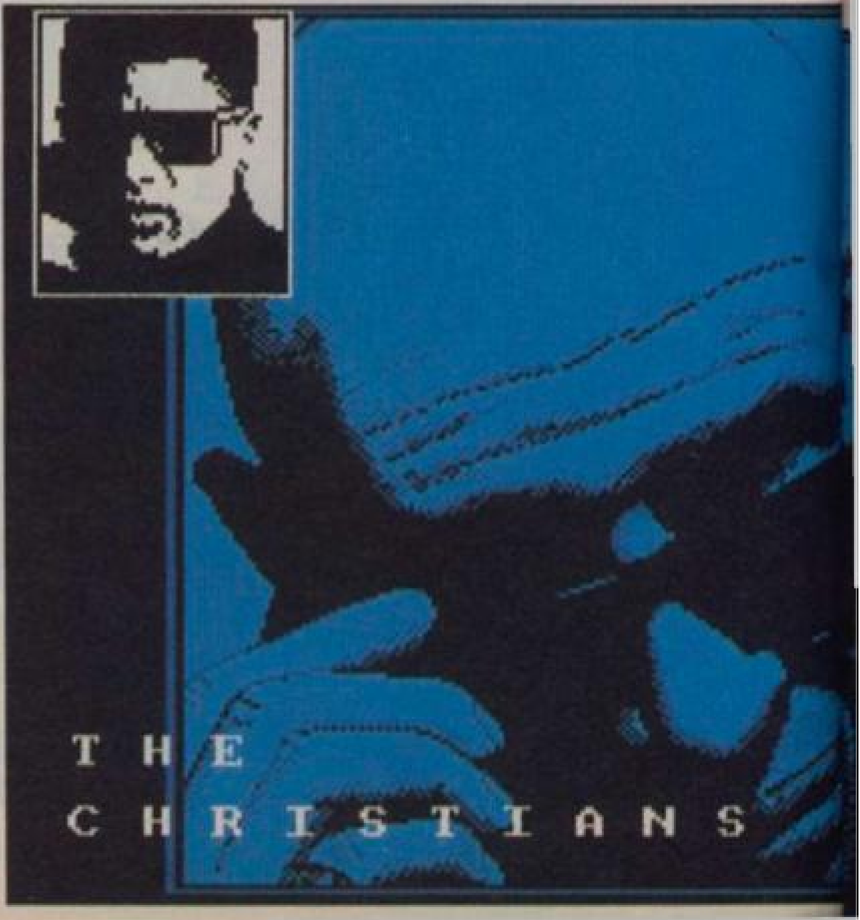
Frame Up!

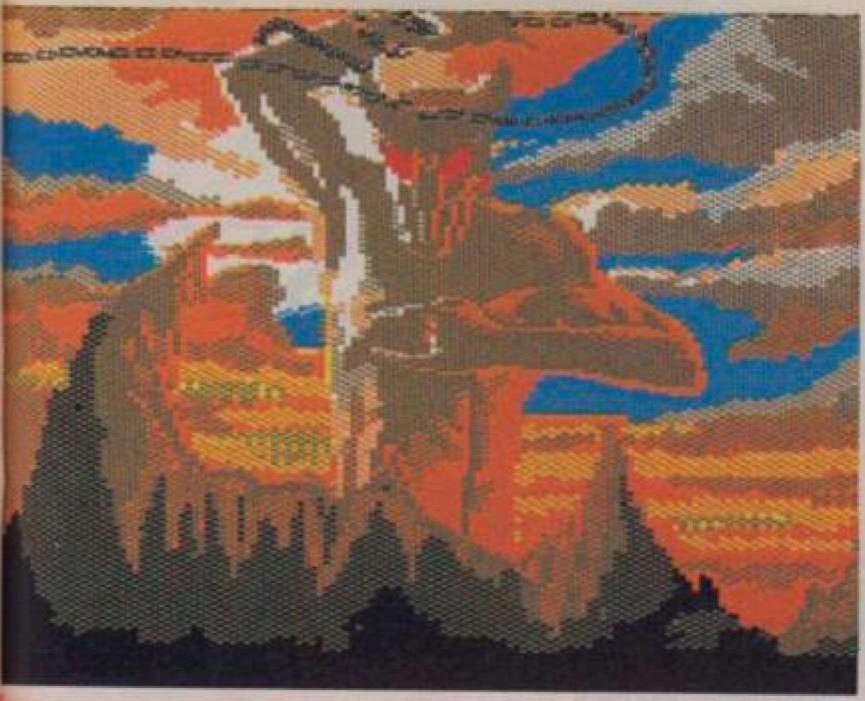
Hey, you're a real bunch of artists! How do we know? Well, just take a look at the latest screen gems from YOU. There's some truly terrific Amstrad screens from none other than Steven Tate from Milton Keynes who sent us a disc full of goodies like the Christians and his epic "Crushed Coke Can" — is this ART or what? Then we've got Steve's Karate Kid spoof, East Enders. Truly wicked this one. Equally wicked are David Garbett's Metallic Avenger, taken from an early C+VG cover and his rendition of Zombie Dawn, which looks like a night out in his home town of Walsall. Then there's David Sowerby's fine portrait of our macho-man Kailber on his trusty Electron. They said it couldn't be done . . . Finally, on a musical note on the 64, there's James Robertson's excellent Money For Nothing screen, taken from the Dire Straits video of the same name and a couple of other wonder pics which as usual we can't name because we've lost your letters! Big slap on the wrists all round. Still, as Sergeant Pepper says things are getting better all the time — so we might get it right next time. Remember, send your tapes or discs to Frame Up!, *Computer and Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. DON'T forget to clearly mark your entry with your name and address and give us any loading instructions/menu details you think we need to know. And watch this space to see if we print YOUR picture!

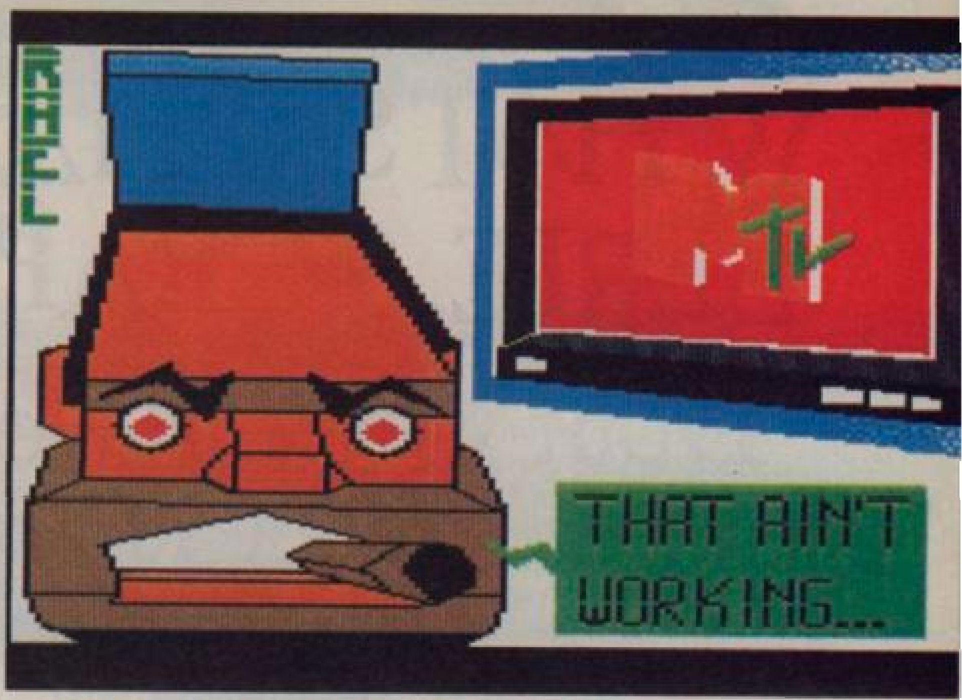








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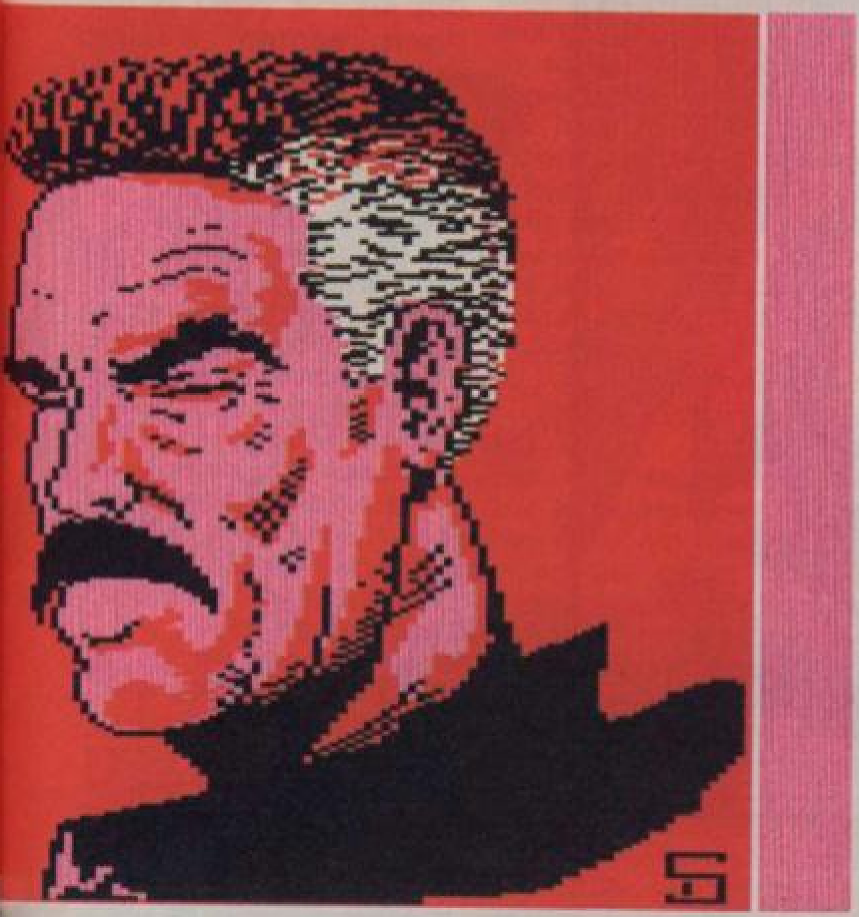
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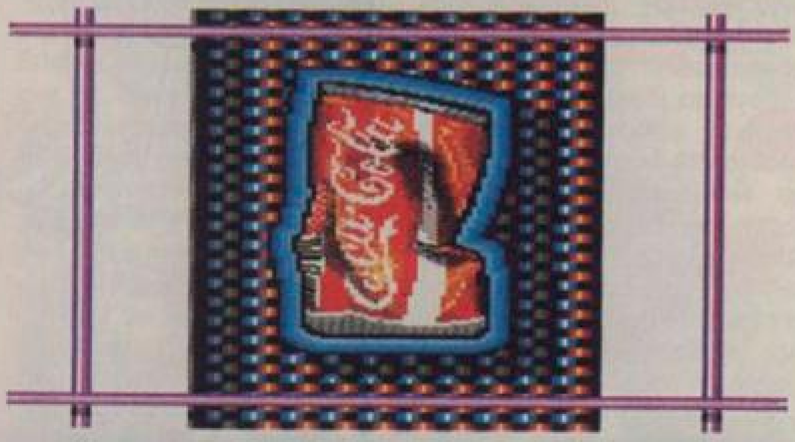
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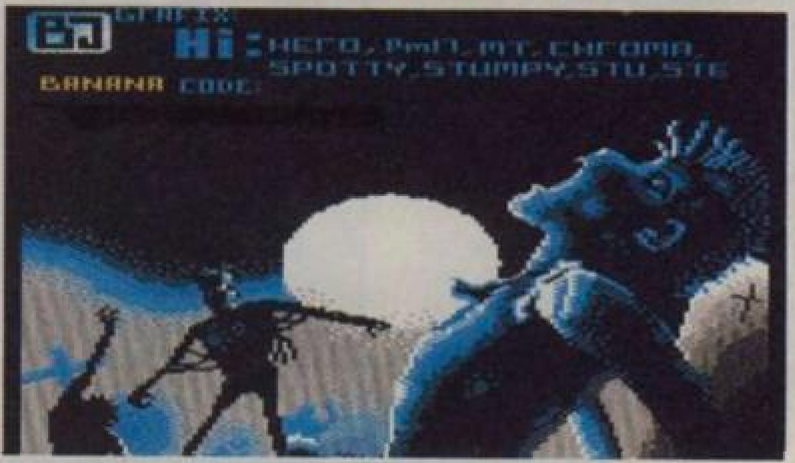
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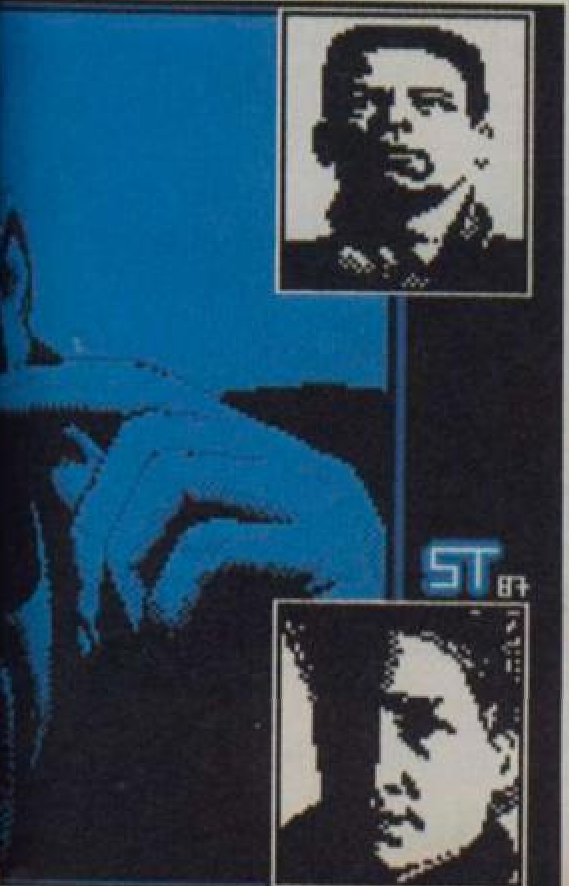
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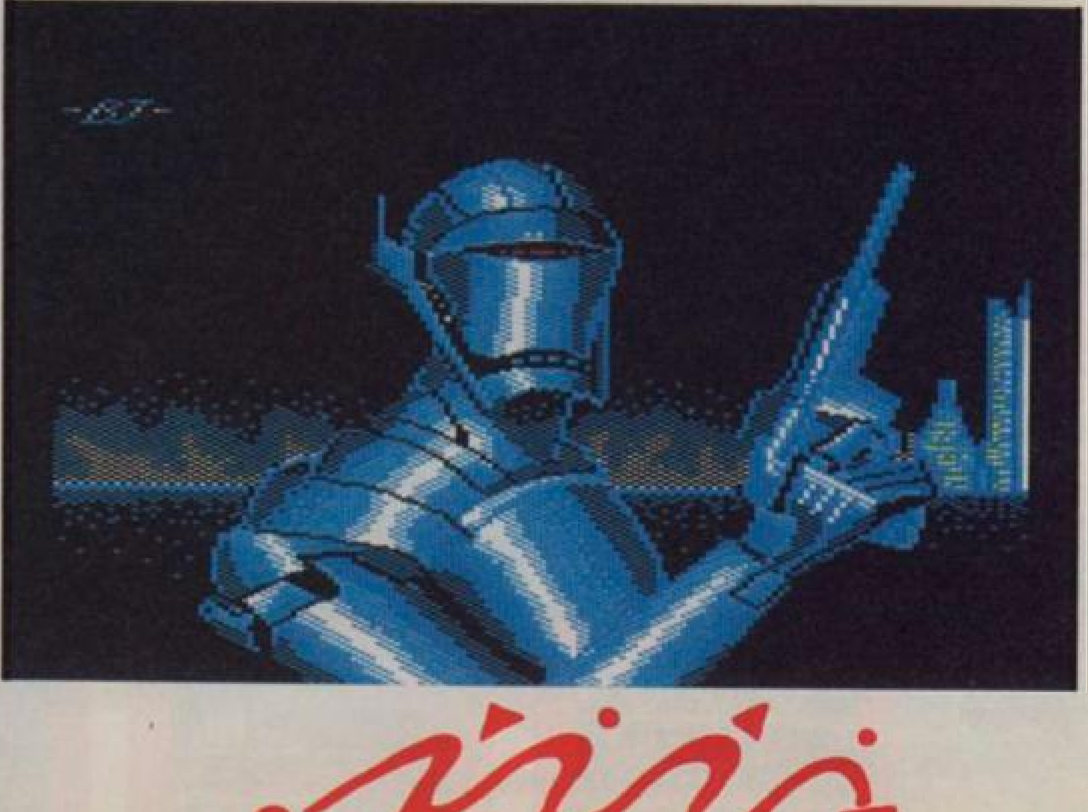
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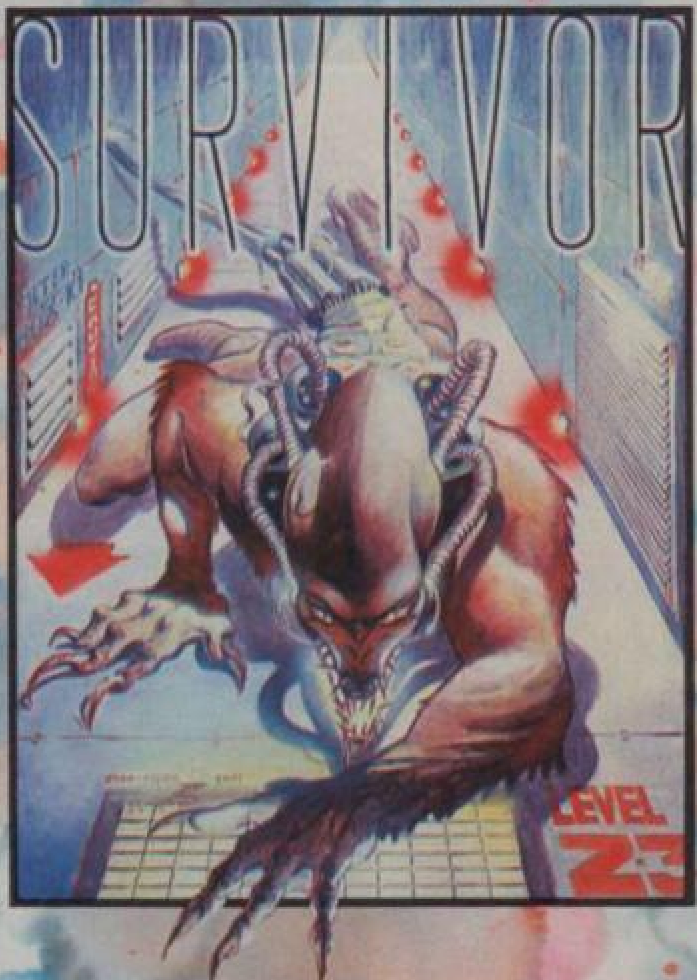
WHAT'S THAT HAUNTING, EERIE, SCRAPING NOISE??

Don't worry it's you and you are the.....



After a million long year's evolution the inevitable consequences of genetic engineering has materialised to haunt the galaxies, to terrorise the star systems and the beings that exist upon them. A race of Masters so feared that stories of their awesome powers are legend and the tales of havoc that they commit from the grotesque starship in which they collect galactic specimens, strike fear into the bodies of all inhabitants of planets upon which this vessel of doom casts its evil shadow. Fear that is in all except one single, savage neoreptilian creature, that too has felt the cataclysmic tremors of evolution and exists as the only living example of the one remaining lifeform that has the strength and cunning to resist the domination of the Masters.

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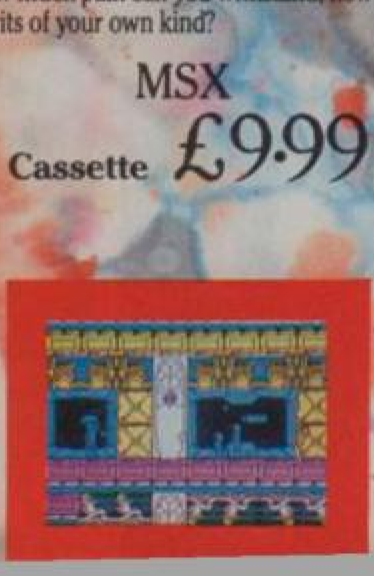

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ADVENTURE news

This issue, C+VG's ever popular adventure pages get a whole new look. Why? Because we want to continue bringing you the BEST adventure news, reviews and comment around. Other magazines may try to copy C+VG but no-one comes near! What are we going to do to the adventure section? Read on . . .

The **Helpline** has been slimmed down to one page, to concentrate on the important task of helping YOU through the difficult parts of your current game!

The adventure forum, previously included in the Helpline, where your ideas and mine are aired, now appears on the last page of the adventure section, and it will carry a sting in the tail!

Shh — you-know-who! will be coming up with some more vitriolic comments on the very worst in adventure games, the nastiest habits of people who play them, and the lack of taste and corrpution amongst adventure reviewers!

We will be retaining a regular main feature, be it an in-depth preview of the latest and greatest game, an interview with an interesting adventure personality, or a complete solution to a game you've been dying to solve for years!

Perhaps the main difference in the layout, will be the review pages. The bigger adventures, those with an outstanding plot, great technical merit, or maybe just a huge amount of hype, will be covered in greater depth than before. And we won't be pulling any punches — if we don't like 'em, as always, we'll say so!

Smaller games, generally in the budget class, typically but not necessarily Quilled or GACked, will have condensed reviews, and a single Quick Guide rating. These will be neither played nor reviewed in such depth as before. What we will bring you is the essential details of the games, and a rating based on a quick impression combined with price. This means that we will be able, in future, to cover more titles in the same space, and hopefully, not hcve to omit any published adventure completely.

Hope you like the new look! Write and let us know whether you do or you don't. It's you, the adventure reader, who counts and YOUR views are important to us!

Keith Campbell

After nearly ten years selling sotware, **Molimerx** based in Sussex, is closing down. In the heyday of early home computers, the name Molimerx was a byword to owners of Tandy machines. Having the sole right to distribute Adventure International products, Molimerx introduced many computer enthusiasts to Scott Adams' adventures.

As well as importing programs, Molimerx had a number of its own authors — people who had written programs and submitted them for publication. Among these were **Brian Howarth**, whose famous **Mysterious Adventures** were given a start in life by Molimerx, and none other than **Keith Campbell**, author of three Basic adventures.

Terry Pratt, founder editor of C+VG, approached Molimerx during the planning stage of the first issue, seeking potential writers on adventure games. It was thus through them that C+VG's adventure column came to be written by KC and still is to this day. (*We can't get rid of him! Ed*)

Gilsoft's **Professional Adventure Writer** system, which enables the user to write an adventure without the need to know a programming language, will be gradually released for a wide range of machines.

Already available for the Spectrum, Commodore 64 and Amstrad CPC versions are planned for release "around Christmas". Beta testing is being carried out by **St Bride's**, whose **Jack The Ripper** is likely to be the first commercially available adventure using PAW.

Commodore and Amstrad versions of *Ripper*, may precede the arrival of PAW itself, since a pre-production version will be used, circumventing delays whilst manuals and packaging are produced.

Meanwhile, Amstrad PCW owners should find PAW available for them at the present time, a CPM version which used word-processing for text files. Further plans for PAW included Amiga, Atari, ST, and IBM machines, for which compilers will be provided.

Popular Computing Weekly has dropped **Tony Bridge**'s popular *Adventure Corner*. After five years. Recognised as one of the country's experts on adventure games. Tony will hopefully be joining C+VG's review team — making this magazines coverage of adventure unrivalled by any other publication.

Steve Meretzky, author of the smash hit, *Leather Godesses of Phobos*,' has got back together with Floyd, the robot character popularised in **Planetfall**, now making a come back in the sequel — **Stationfall.**

In *Stationfall* you are enlisted in the Stellar Patrol. Your heroics in *Planetfall* earned your a promotion from Ensign Seventh Class to Lieutenant First Class ... on the paper-work task force.

Your life is as tedious as ever. Your assignment of today travel to a nearby space station and pick up a supply of trivial forms. What a bore! That is until you find out that your companion for the journey is the mischievous playful Floyd!

From the moment you and Floyd arrive at the same space station, you realise that this is not a routine mission. The place is deserted, save for an ostrich, an Arcturian ballon creatre and a brain robot named Plato. The captain's log describes a breakdown of machinery and finally even Floyd begins acting oddly ...

Stationfall is Meretzky's sixth interactive fiction release. As well as *Leather Goddesses* his previous successes include *Hitchikers Guide to te Galaxy', and Planetfall,'* for which he received for Best Computer Software Designer. The program will be available in late-June for a wide variety of computers including Apple II series and Macintosh XL/XE and ST series, Commodore 64/128 and Amiga, Amdstrad CPC and PCW series, IBM PC series and MS-DOS compatibles. The suggested retail price is £24.99 for all other systems.

Mosaic Publishing's plans for a *Yes Minister* adventure, shelved some eighteen months ago, will come to fruition after all. Now retired **Yes Prime Minister**, the game, based on the popular TV comedy, and programmed by ODE, is due to appear later this year.

Budget specialists The Power House has released an interesting looking two cassette package on the Spectrum for those who fancy having a go at writing adventures. It contains an Adventure Builder System and Artworx graphics.

ADVENTURE club

Over the past few years, fanzines and clubs for adventurers have appeared with increasing frequency. KEITH CAMPBELL calls in on The Adventurer's Club to find out what they are all about.

In a good adventure the player gets drawn into the fantasy as he works his way through a good book. You're not satisfied until you have reached the end, unravelled all the mysteries, and laughed at all the jokes.

Unlike the reader, an adventure player cannot simply progress page by page through the story. He must solve each puzzle that presents itself before he can turn the next page.

However good he might be at solving those puzzles, there are inevitably times when he comes to a grinding halt.

Perhaps a puzzle has hit his "blind spot", or it is just TOO difficult (which can often mean it is brilliantly simple) to crack. What is he to do then? Consulting with other adventure players is not easy, for they don't come a dozen to the street — let alone another player who has played and completed the particular game in hand.

Within 12 months of the birth of the world's first dedicated adventure column in *Computer + Video Games*, letters started to trickle in from people who were stuck in adventures and had no-one else to turn to.

As the amount of mail increased, we decided there was a need for an Adventure Helpline — a service offered by the magazine to help adventurers by way of clues in print and direct replies by mail.

It was hardly surprsing that before very long, enthusiasts' clubs started appearing, held together with a newsletter or fanzine containing detailed maps, solutions together with general gossip and letters.

These were the specialist forums for the dedicated player who makes a hobby out of playing the game.

HENRY MUELLER first discovered an interest in adventure when he started to read the adventure column in *Computer + Video Games*.

He read the articles and reviews, decided to give adventure a try, and like many before him, got totally hooked.

Henry was, at that time, a businessman importing coconuts from Sri Lanka. But he thought to himself what better than to combine business with pleasure and to go into the adventure business? More future than coconuts!

Henry decided he'd like to provide something more than just a fanzine. He wanted to offer a really comprehensive and professional service to adventure players, with a club atmosphere.

The Adventurer's Club was born in February, 1985, as a limited company.

The cash was needed to acquire the computers necessary to cover a suitable range of games, and to attract members to the new club.

Henry scanned the Helpline columns of the popular computer magazines and sent mailshots to anyone whose address he could spot.

The Adventurer's Club also wanted to operate a phone-in Helpline at various times during the week, as part of its service. So another vital piece of equipment for the club was an answerphone machine.

New recruits were coming, through a modest amount of advertising, but a particularly difficulty at that time was an organisation called the International Adventure Club. "People sent off £5 to the IAC and heard nothing more," said Henry. "This set us back a bit. I can't really blame people for treating us with suspicion."

Adventure author Pete Austin agreed to become honorary president, and membership began growing at a healthy pace, with ACL's attendance at smaller exhibitions, like Microfairs and Commodore Shows, and help from Level 9, who sent out the club's advertising leaflet with every Level 9 game. But soon near disaster was to strike.

Suddenly last summer, everything stopped at ACL. The phone went dead, letters went unanswered, and the monthly *Dossier* mailed to members, failed to appear.

Rumour was rife, but no answers were forthcoming. Had Henry done a runner with the subscription money, the bulk of which had just been paid in. What was happening? Where was Henry Mueller?

The story involves Henry's financial backer, who, in a remarkable turnaround, with scant regard for the members' interests, decided to withdraw his support.

Henry was instructed to close the operation down. Technically being merely an employee, he had no executive control over the company.

He offered to buy the club outright, but his backer wasn't interested — he just wanted it closed down.

So Henry used delaying tactics, procrastinating about sending out the closing letters to members.

Eventually he managed to get his way, bought out the shares, and took over properly.

The ACL produces a monthly 26 page *Members Dossier* containing reviews, hints and tips, and members' letters.

I put it to Henry that many fanzines tend to concentrate on the obscure, home grown adventures. Henry agrees, and thinks this is a mistake.

Henry is thinking of making the *Dossier* bi-monthly throughout the year.

As well as the *Dossier* and excellent mail order service, pleas for help from adventurers are answered both by phone, and by mail.

Henry reckons on a 95% success rate in answering the problems immediately, with a further 2.5% coming from members as a result of pleas printed in the *Dossier*.

Before I left I visited the nerve centre of ACL. Here everything is reassuring well ordered. Racks of files contain adventure solutions and maps for quick reference — surprisingly Henry finds information retrieval quicker from paper files than from a computer!

Our own C+VG Adventure Club hoped to make more special offers available, but this requires a full-time run direct mailing operation to be successful.

That is why we at C+VG have decided to hand over our membership to ACL. We found we didn't have the time to provide the comprehensive facilities we know our readers deserve.

The C+VG Adventure Club membership year has now expired, and our closing Newsletters, we offer a special introductory offer to ACL as a parting gift.

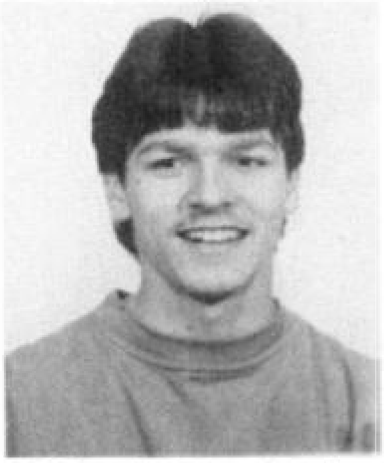
We also unhesitatingly recommend non-members who desire the contact that a club offers, to join the Adventurer's Club Ltd. You'll be in good hands.

If you are interested in joining the Adventure's Club, then write to them at 63c Menelik Road, London NW2 3RH, or phone 01-794 1261 and request a membership application form. The annual subscription is £11.95. C+VG Adventure Club members should watch out for the special introductory offer in the final newsletter.

ADVENTURE

Lapis Philosophorum is an adventure that makes *Phil Hardy* of Worthing feel sure he is a thicko. "Why haven't there been any clues or questions about it in the Helpline?" he asks. "Has everyone else already solved it?"

Stop worring Phil! The reason for the silence is that yours is the first letter we've had about this adventure! Perhaps you are the only one with courage enough to tackle it? Come in you *Lapis Philosophorum* players — we know you're out there, secretly struggling, without us knowing what's going on!



Phil wants to know how to get out of the city. Any hints on what to do with the blacksmith, and a list of things more useful than a pig would be most welcome, he adds.

After some time playing that 'great classic' *Zork 3*, *Frank Stevenson* of Hafrsfjord in Norway got stuck. Naturally, he turned to the clues section of C+VG — but he couldn't make any sense out of the reference to spheres in the January issues. Ooops! That is because we got our knickers in a twist Frank — it was really a clue for that other great classic, *Zork 2!*

If you look up to the roof of a nearby castle, you might spot *David Monk*, of Woodford Bridge. He's stuck there! Playing *See Ka Of Assaih*, David asks: "Now what?" Try *Tony Taylor*'s advice for the really desperate in Cheat's Corner — that's probably what!

Matthew Lee, meanwhile, is stuck in the public library. All those books in front of him, and he can't decide which to borrow. Perhaps "Do-it-yourself Manhole Cover Opening" if it's not already out, for Matthew is unable to carry out this simple operation. "Cracker has got the gelly, but what else is there to do now?" he asks.

"How do you enter Grigor's lair without being killed, and how do you get past the den near the stumps," asks *Graham Neilson* of Old Trafford, who is currently playing *Souls of Darkon*. Graham also wants to know how to pass the Gargoyle Fountain inside the dark tower, in *Tower of Despair*.

Stuart Booth of Aberdeen is playing *Rick Hanson*. Every time he enters the missile room, General Garantz lunges for a button on his console. How can he be stopped?

Wording is often difficult, even in a very high calibre game such as *Kayleth*, described almost unanimously by every C+VG reader who has mentioned it as 'brilliant'. It seems to be wording that has caught out *Kayleth* playing Stephen Bamforth, who lives in Hamilton. "Can you tell me the exact wording to drop the silver rod, the pyramid, and the cube into the silver socle," he asks. "And how do you plant the compost?"

We are here to help you! Paul Coppins rises early each morning and solves an Infocom adventure.

To cope with northern dialects, we have Steve Donoghue, chief translator of letters written in Geordie. Add to them Matthew Woodley who said *Eureka* and really meant it; the elusive duo Daniel Gilbert and Adrian Bott, and you'll see we've got a first rate team lined up to come back to you with an answer. And just to ensure it doesn't run too smoothly, there's me.

ADVENTURE clues

Help this month comes from: *Michael Eikmans*, Brielle, Netherlands; *Stephen Bamforth*, Ilkeston, and our own archives.

TEMPLE OF TERROR:
Examine the deck of the ship, before setting out.

HEROES OF KARN:
Ask Beren to use the crowbar if you are feeling clammy! ZZZZ
To enter the mansion, try to open the door. When a window opens, climb the vine and then climb down.

SPYTREK:
Ascend in cable car to get fishing rod, and slide back to get skis.

LORDS OF TIME:
Wave the leaves to escape the pit; wave the mirror to escape the brontosaurus.

RETURN TO EDEN:
From the north bank of the river go N E W S .
Wear the cloak to become invisible.
Eat the pill to cure radiation sickness.

SAVAGE ISLAND PART 2:
Air under pressure is not happy in a vacuum! Expel it!

SOULS OF DARKON:
Pull the loose piece of the sculpture.

LABYRINTH:
Pay no attention to Alph and Ralph. Go through the right door, then the left, then the right.

COLOUR OF MAGIC:
Simply KILL TROLL.

REBEL PLANET:
Bored on the tube? Read the adverts!

BUREAUCRACY:
To be a successful paranoid, repeat the messages with accurate punctuation.

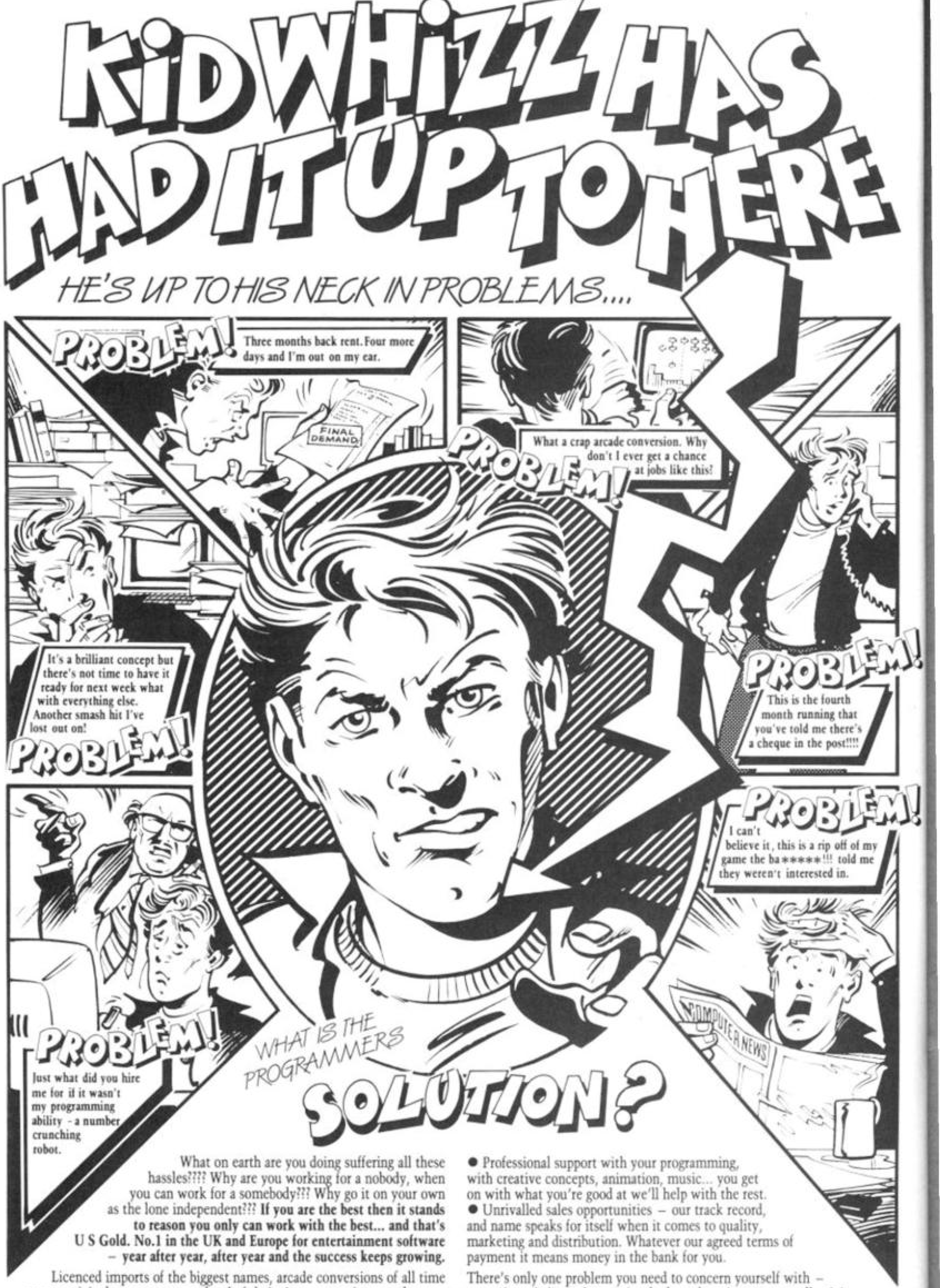
STATIONFALL:
Look at your watch and the chart before launching.

cheat's corner

See Ka Of Assiah can be cheated on the C64, says *Tony Taylor* of Thornaby. Here's how you do it:

When the game has loaded, answer YES when asked if you want to load a saved version. Rewind the game tape to the beginning, and load in side 1. When the 564 resets, type LIST and it should show 0. Type SAVE and save it on to a blank cassette. Now rewind the save dtape, and type LOAD"",1,1. Press RETURN, and when READY? appears, type LIST, then the whole program will unfold before your very eyes, showing you everything, says Tony.

The lengths to which some people will go . . .


KID WHIZZ HAS HAD IT UP TO HERE
HE'S UP TO HIS NECK IN PROBLEMS....
PROBLEM! Three months back rent. Four more days and I'm out on my ear.
FINAL DEMAND
PROBLEM! What a crap arcade conversion. Why don't I ever get a chance at jobs like this!
It's a brilliant concept but there's not time to have it ready for next week what with everything else. Another smash hit I've lost out on! PROBLEM!
PROBLEM! This is the fourth month running that you've told me there's a cheque in the post!!!!
PROBLEM! I can't believe it, this is a rip off of my game the ba*****!!! told me they weren't interested in.
PROBLEM! Just what did you hire me for if it wasn't my programming ability - a number crunching robot.
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ADVENTURE reviews

PASSENGERS

- **SUPPLIER: INFOGRAMES**
- **MACHINES: ATARI ST/CBM 64**
- **PRICE: £24.95 (ATARI); £12.95/ £14.95 CBM CASSETTE / DISK**
- **REVIEWER: ATARI (KEITH) / CBM 64 (PAUL)**

Passengers on the Wind, based on the award-winning French comic strip by Francois Bourgeon, is a vast, sweeping adventure set in the 18th century on the eve of the French Revoution, with settings ranging from England, France and Africa.

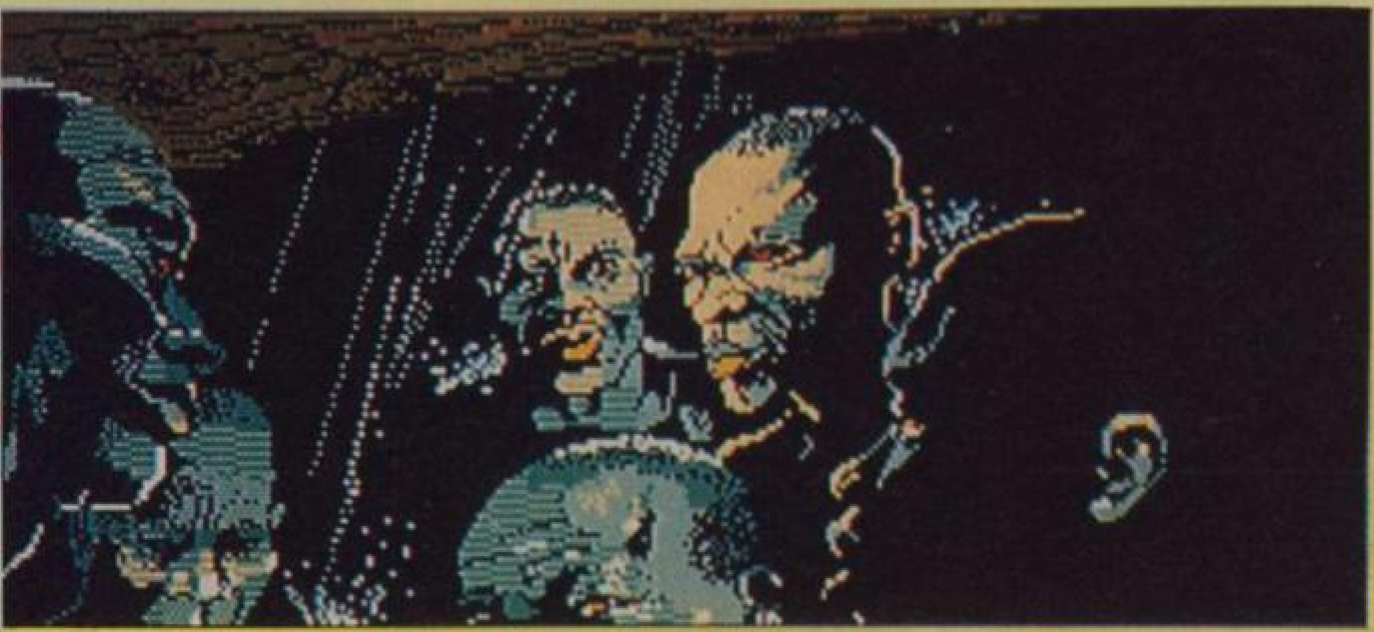
You play the part of a daring, idealistic heroine, a courageous Breton sailor, and a host of other characters.

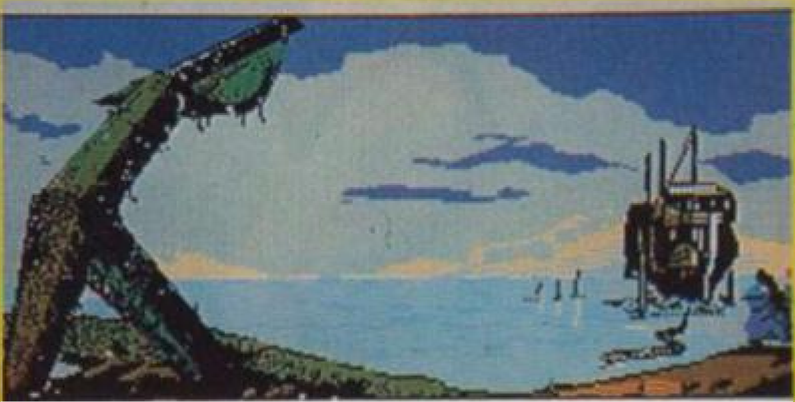
The game starts easily enough, with a large, full-width picture, below which is a character window and a text window. I was quite impressed with the excellent graphics and colour, accompanied by music and sound effects.

You call up the various characters, get them to speak and, by getting the correct sequence, progress into the adventure.

It's the first time we've seen this type of operation and it can be a little confusing.

The instruction could have been a little clearer. They read ". . . just by confirmation you can access the character you wish to play. For example, in scene one you can confirm: . . ." Without explaining how to 'confirm', the instructions continue ". . . When this first search is over, you do not use the graphics section again."





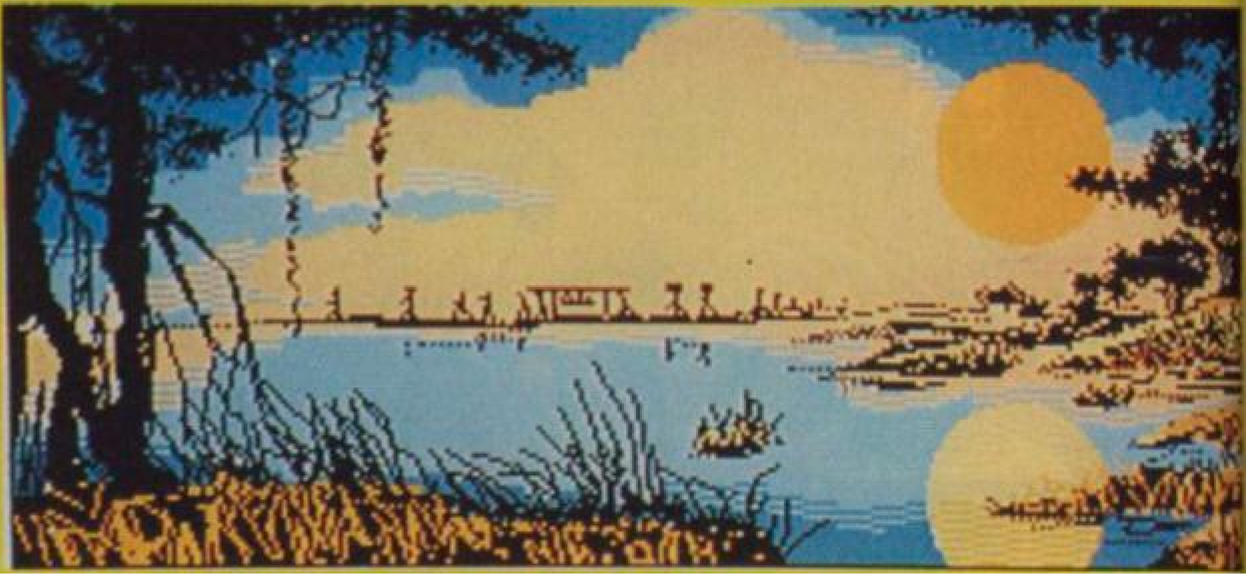
Now this isn't too clear. Perhaps something went missing in the translation. Keith found this very annoying.

As a non-adventure player, Paul found the game much more enjoyable. "Instead of the seemingly impossible problem solving which are the centre of most adventures, *Passengers on the Wind* involves you in just getting the right sequence of commands."

Keith's summing up: "I consider myself to be very experienced in the operation of computer programs, especially games software, but this one had me beat. Eventually I turned to the complete solution provided for reviewers, but how it was to be implemented remained a complete mystery."

Paul's verdict: *Passengers* may not be the traditional type of adventure we're used to but at least it's something new and a pointer to what could happen in the future.

	ATARI ST	CBM 64
▶ **VOCABULARY**	N/A	N/A
▶ **ATMOSPHERE**	6	9
▶ **PERSONAL**	8	8
▶ **VALUE**	4	7



TEMPLE OF TERROR

- **MACHINES: C64, SPECTRUM, AMSTRAD, BBC (text only)**
- **SUPPLIER: US GOLD/ADVENTURE SOFT**
- **PRICE: £9.99 (CASS), £14.95 (DISK)**
- **REVIEWER: KEITH**

Temple Of Terror is another in the *Fighting Fantasy* series of adventures, based on the Puffin paperback of the same name by Ian Livingstone.

Starting at the shore of a river, you are immediately threatened by the drunken crew of a nearby boat. Prudence suggests making off over the rope bridge conveniently nearby, but the adventurer's instinct warns that there must be something useful aboard the boat.

A trip across scrubland, and a welcome rescue by a helpful eagle, leads you to the desert. With parched throat, you arrive eventually at the gates of the city of Vatos, where your quest really starts.

Here you must find five dragon artifacts, before the evil Malbordus gets there.

But first you must get in, and here is a problem with a serpent guard, which exemplifies a limitation in the game's vocabulary, and poses one of those problems where the solution is not hinted at, has to be plucked out of the blue, and is most unlikely to be hit upon by the player, even though simple.

It's such an unfair problem, that I will break a rule, and tell you outright that the answer is KICK SAND AT SERPENT.

In the context, GUARD is the noun and SERPENT the adjective, yet only the adjective is recognised, and sand, although obviously present in a desert, is not mentioned.

A lack of alternative vocabulary is also apparent back at the boat and bridge — ENTER and GO are the respective command verbs, with no alternatives of BOARD and CROSS allowed.

The guard problem would have been unforgiveable had there been no BOM (back one move) and QSAVE facilities, as one false move causes instant death.

However, these rather unfair difficulties are somewhat mitigated by the fact that different approaches can be tried time and again using BOM, with very little effort.

On into the city, and exploring the labyrinth of underground corridors, where you'll encounter a variety of monsters.

The instant graphics that accompany each location are quite effective here, portraying the creatures in a colourful fashion.

The text, on the other hand, is somewhat lacking, and not always logical. "Not a visible exit" is a phrase all too often seen when, quite clearly, either there is such an exit, or one can be seen!

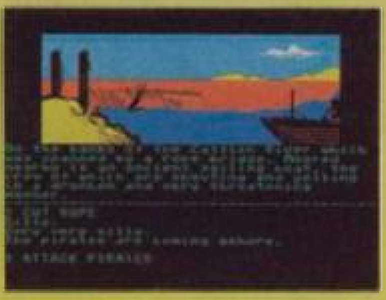
For example, it is entirely artificial to bar exits in this way in the middle of a (visible) desert, and in a chamber in which "a ladder leads up", CLIMB LADDER moves you up, whilst U itself is not allowed.

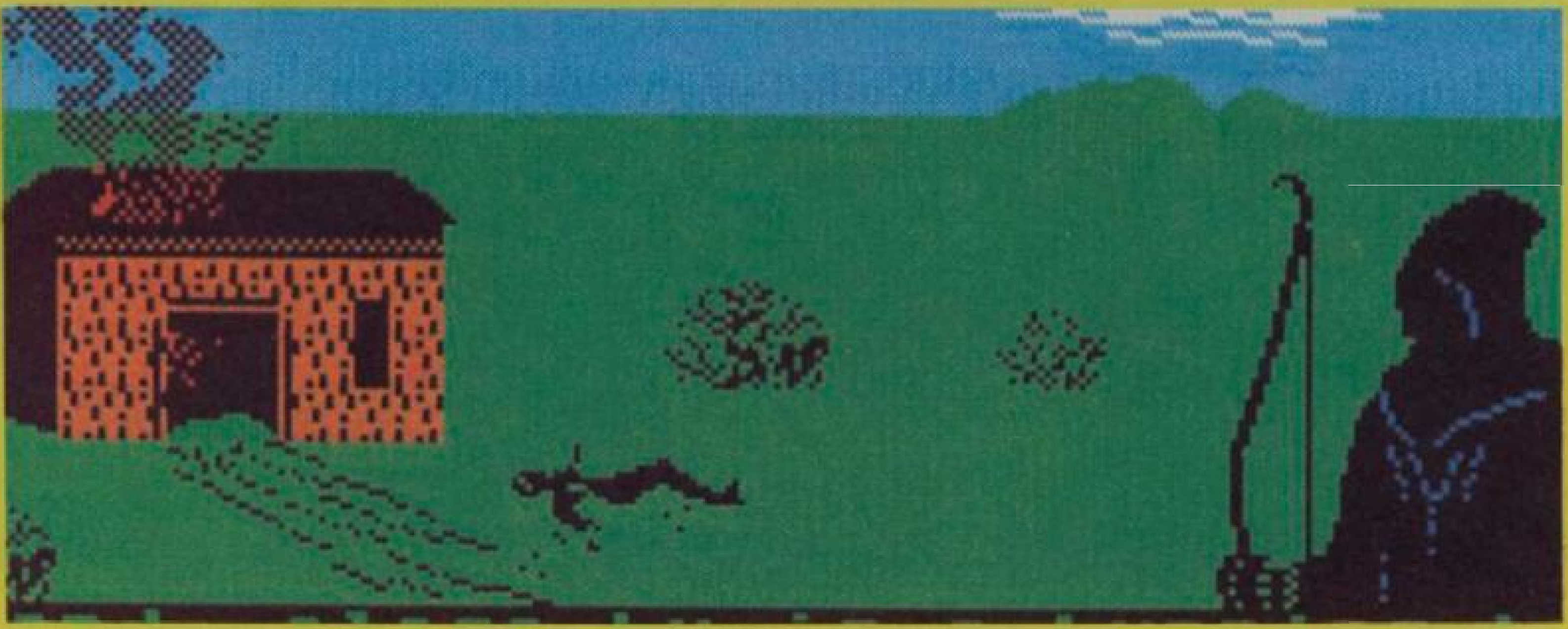
There are a mixture of problems in *Temple Of Terror*. Some are easy, some are not so simple, whilst others require pot luck. Many are of the hack and slash variety — simply finding methods of killing the nasties outright, whilst others require a little more thought and a bit of plotting.

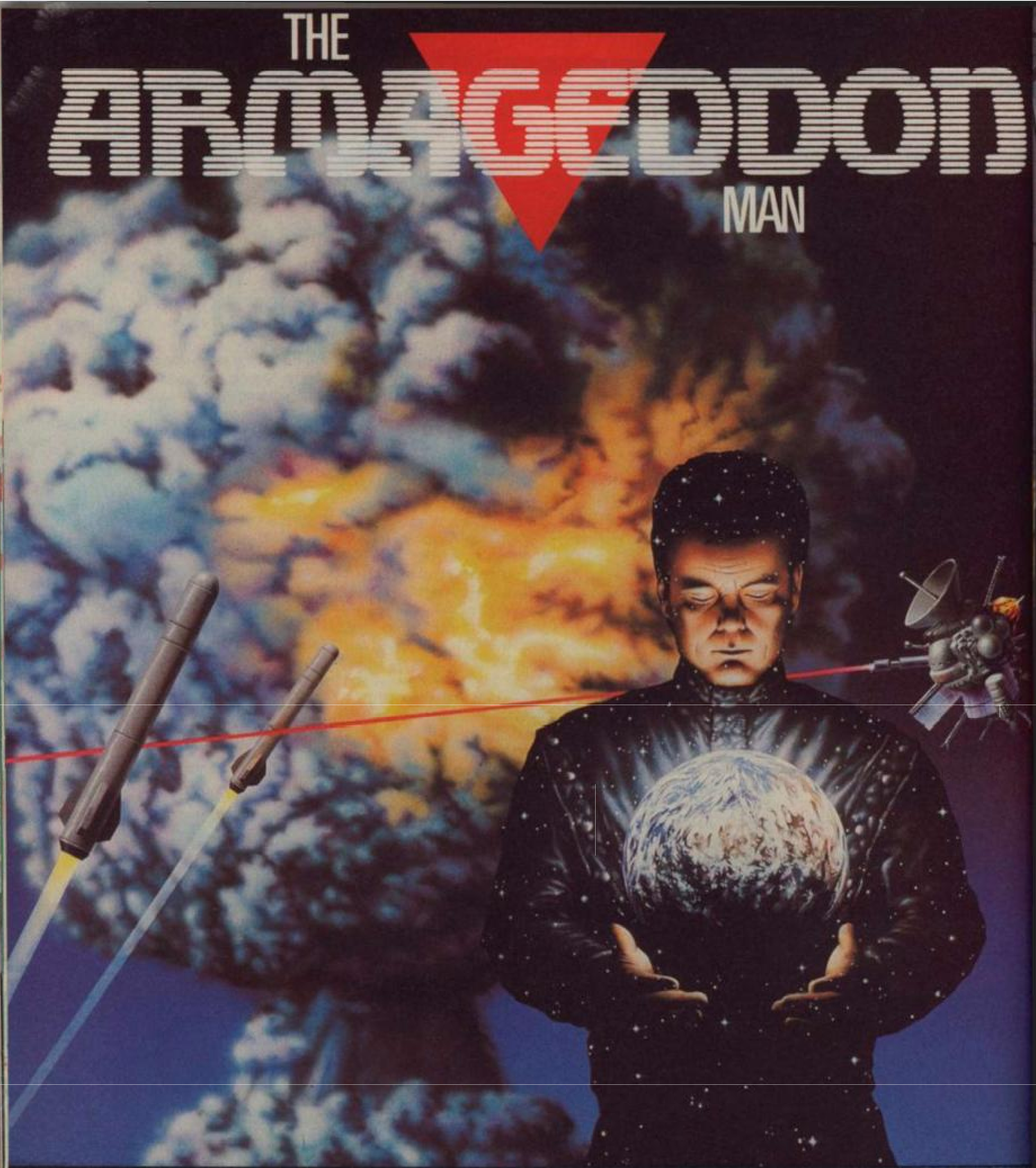
Altogether, this is not a bad adventure, but it lacks that subtlety and cryptic quality seen recently from Adventure Soft in *Rebel Planet* and *Kayleth*.

Marred, but not ruined, by the sort of shortcomings reviewers have been complaining about for years, *Temple* is not up to the standard we've come to expect from those masters of adventure at Adventure Soft!

► **VOCABULARY**	6
► **ATMOSPHERE**	7
► **PERSONAL**	7
► **VALUE**	7







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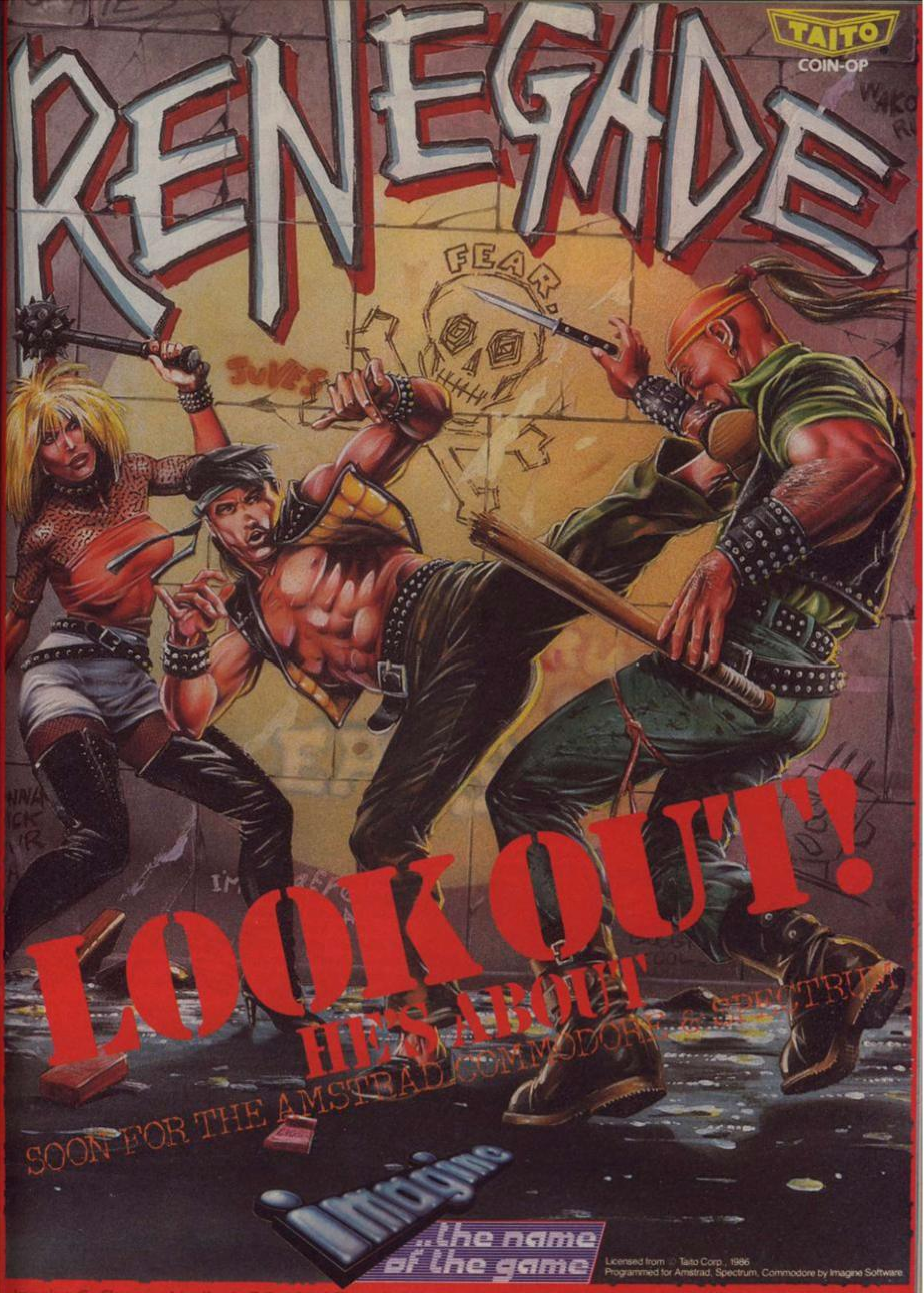
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ADVENTURE round-up

DUNGEONS, AMETHYS, ALCHEMISTS

- SUPPLIER: ATLANTIS SOFTWARE, 28 STATION ROAD, LONDON SE25 5AG
- MACHINE: AMSTRAD
- PRICE: £1.99 (ADD 40P P&P FOR MAIL-ORDER)
- REVIEWER: KEITH
- QUICK-GUIDE RATING: 9

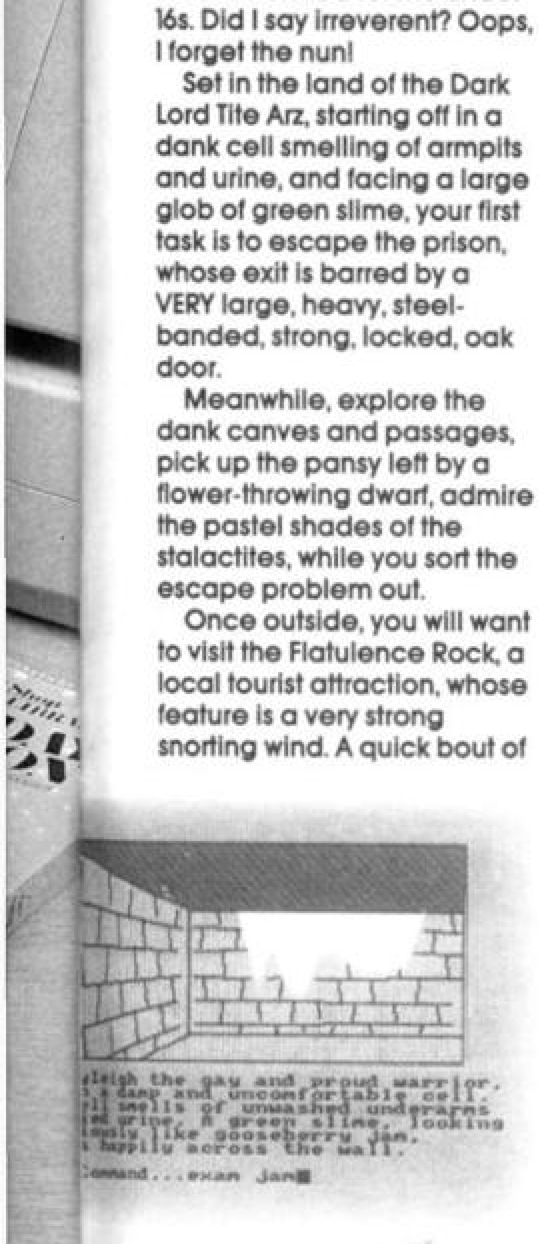
Richard Robinson writes adventures for fun. He has come up with this GACked graphic adventure which is certainly fun — an irreverent satire on other adventures. Saucy and suggestive, it is not recommended for the under 16s. Did I say irreverent? Oops, I forget the nun!

Set in the land of the Dark Lord Tite Arz, starting off in a dank cell smelling of armpits and urine, and facing a large glob of green slime, your first task is to escape the prison, whose exit is barred by a VERY large, heavy, steel-banded, strong, locked, oak door.

Meanwhile, explore the dank canves and passages, pick up the pansy left by a flower-throwing dwarf, admire the pastel shades of the stalactites, while you sort the escape problem out.

Once outside, you will want to visit the Flatulence Rock, a local tourist attraction, whose feature is a very strong snorting wind. A quick bout of dragon slaying on your part helps you make it to the alchemist, but you don't make it with the maiden!

DAA takes you from Sandy Shaw to the Heights of Absurdity, in an adventure that is genuinely funny and, at times, amusingly outrageous!



```
leigh the gay and proud warrior.
 a damp and uncomfortable cell.
ll smells of unwashed underarms
nd urine. A green slime, looking
usly like gooseberry jam,
 happily across the wall.

ommand...exam jam█
```

MAGNETIC MOON

- SUPPLIER: THE ELK ADVENTURE CLUB; 2 THE BEECHES, TILBURY, ESSEX RM18 8ED
- MACHINE: BBC AND ELECTRON
- PRICE: £4.95
- REVIEWER: KEITH
- QUICK-GUIDE RATING: 6

You are Mike Erlin, 2nd Lieutenant of the United Planets Survey Service spaceship, Stellar Queen. While in the Pleiades cluster, you lose contact with our sister ship, Stellar Princess. Your captain takes Queen to the last reported position of Princess, near an earth-like planet with three moons.

As you approach, the Queen gets drawn into the largest of the moons, bigger than that of the earth's moon, by a powerful tractor beam. Averting a near-certain crash, Queen lands on the moon, and discovers the beam was emanating from an underground alien installation nearby. You avoid the official investigating party, and decide to deal with the aliens yourself . . .

Written with the Quill, and inspired by the story Sargasso of Space by Andre Norton, you first task is to get off the ship unobserved, in this three-parter.

Text only, with rather sparse location descriptions, there are a number of timed messages that have to be read quickly, or are lost forever.

Originally offered to memberst of the Elk Adventure Club on subscription, *Magnetic Moon* is available by mail order only.

FORGOTTEN CITY

- SUPPLIER: HAWK ADVENTURING; 29 HALLOWGATE, BARBURGH, DN5 7BH
- MACHINE: SPECTRUM
- PRICE: £3.50
- REVIEWER: KEITH
- QUICK-GUIDE RATING: 8

Reports from an earth monitoring satellite have pinpointed a source of radiation coming from the open sea in the Atlantic. You become convinced that these emanate from the legendary lost city of Atlantis, and become interested in the many myths surrounding it. If Atlantis does exist, then so might Neptune's Power Trident!

Here you get the chance to explore Atlantis, in this Quilled graphic adventure. Neatly presented on screen, with some nice detailed pictures and a smart character set, this is an above average home grown adventure.

Despite my own reservations about Atlantis, which I always thought to be under the Mediterranean (didn't the invading Treen spaceship blow up and let the Atlantic in through the Straights of Gibraltar? — Dan Dare, Eagle, December 8th, 1950) here is exceptionally good value for money.

THE CROWN

- SUPPLIER: WRIGHTCHOICE SOFTWARE; PO BOX 100, TROON, AYRESHIRE KA10 6BD
- MACHINE: SPECTRUM
- PRICE: £3.95
- REVIEWER: MATTHEW
- QUICK-GUIDE RATING: 7

The Crown is the first in a three-part series called *The Quest*, and takes you to the land of Tharg, once ruled by the popular King Rasselhague, whose evil half-brother, Chaleb, has overthrown him.

Chaleb sold his soul to eternal damnation, which gave him formidable powers. His goody goody half brother captured and tried him, but being a decent sort of chap, decided rather than kill him, to banish him to a barren place called Acrux.

The King and Queen settled down to start a family and the result was you, Yed Prior. To cut a very long story short, Chaleb eventually won a big battle with the King and became the ruler. Now 21 years later, you have become a responsible adult and must defeat the unsuspecting Chaleb.

Not bad value at all, and available by mail order.

SCHOOL CAPER

- SUPPLIER: MAGIC REALM GAMES
- MACHINE: SPECTRUM
- PRICE: £2.50
- REVIEWER: KEITH
- QUICK-GUIDE RATING: 5

If you go to this school, and know the characters, then I guess it would make an extremely amusing adventure to play, especially in the company of your school-mates.

But is it your school, Neil? If the names Natalie Clements, Prof Peters, and Tagwen, mean anything to you, then you'll probably appreciate visiting the history room, English room, and deserted canteen.

A comic game by A. P. Innes, with plenty of lavatory humour in the lavatories, this Quilled effort suffers from some of the slowest, plainest and least colourful graphics I have yet seen, and a messy text display. Trivial, but faintly amusing.

Oh, and by the way, Innes, there is no 'E' in PARADING. Take 100 lines.

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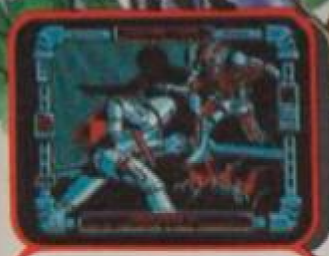
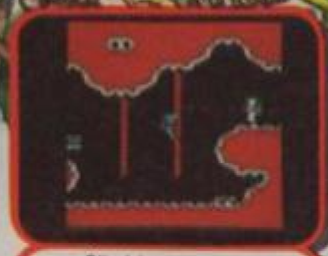
CODENAME: DROID

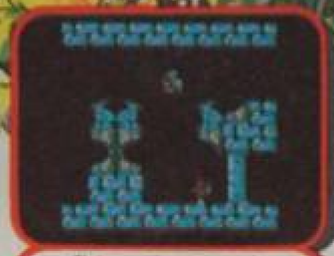
Stryker's Run - Part 2



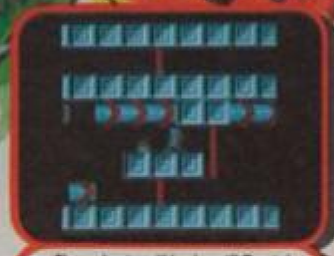
The Dramatic Loading Screen



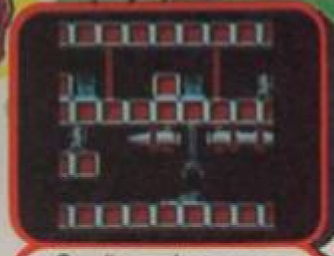
Climbing up a rope
(SURFACE DEFENCE)



Flying with a jet-pack
(ANCIENT SHRINE)



The elusive "Herbert" Droid
(CREW'S QUARTERS)



Crawling under a crane
(MISSILE FACTORY)

Commander John Stryker is back in CODENAME: DROID

Stryker's Run was one of our most successful releases of 1986. It stayed at the top of the BBC Micro software charts for six weeks and received several glowing reviews: "The graphics are stunning . . . This should be in every collection" enthused A & B Computing.

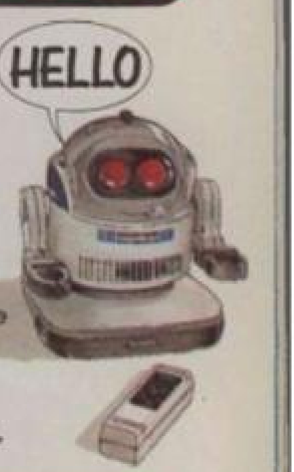
Now CODENAME: DROID presents a new challenge for Commander John Stryker. He has been commissioned by the Allied Nations to undertake another perilous mission in their continuing struggle against the warmongering Volgans.

His task is to locate and seize the Volgans' latest weapon: a new spacecraft (codenamed the Z11) which is equipped with the revolutionary matter/anti-matter warp drive facility. Stryker must land on the mysterious planet Volga, penetrate the Volgans' underground defence systems, find the spacecraft and requisition it.

As Stryker descends below the planetary surface, he will pass through 4 different zones of Volgan activity:-

- The Surface Defence — an array of steel girders, ropes and chains lies coldly between the crusted white rock walls.
- The Ancient Shrine — a stone-walled temple bedecked with hideous gargoyles and rusting chandeliers.
- The Crew's Quarters — the Volgans' relaxation area: tables and chairs are arranged invitingly amongst the essential ventilation pipes.
- The Missile Factory — clinical psuedo-metallic walls surround the missiles, bombs, and computers of the evil Volgan race.

Your character in the game can jump, run, kneel, crawl, climb up and down ropes, fire his laser blaster and drop mines. He can also fly for short distances using his jet-pack, and access information via his wrist terminal computer.



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The screen pictures show the BBC Micro version of the game. The graphics of the Acorn Electron version are indentical.

Prize Competition

If you complete the entire CODENAME: DROID mission, you can enter our competition.
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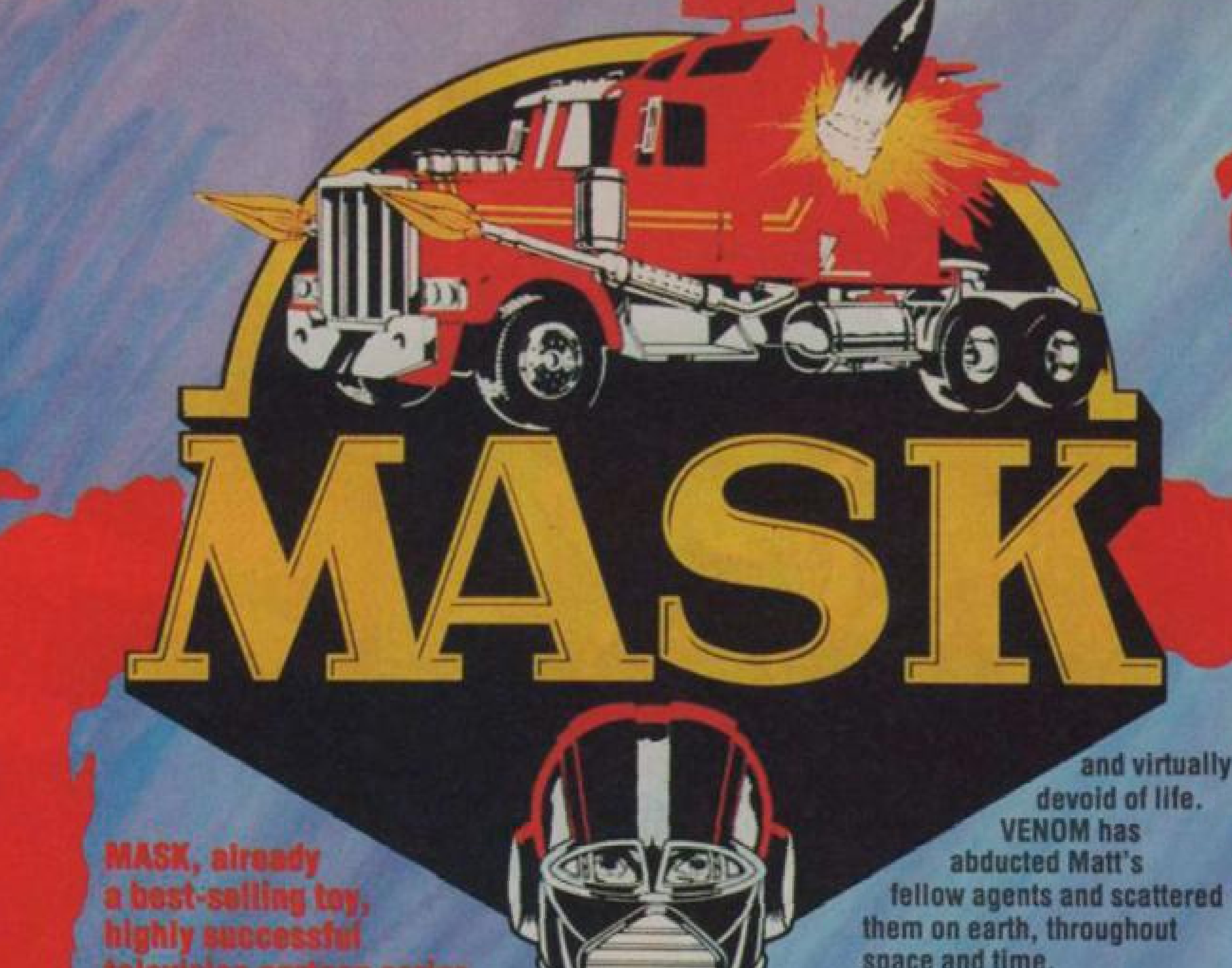


MASK

MASK, already a best-selling toy, highly successful television cartoon series and popular comic, is set to conquer a new dimension — the computer. Gremlin Graphics has just released the first MASK game with another to follow at Christmas. Join C+VG as we venture into the world of MASK and their deadly foes, the agents of VENOM.

Imagine a world where illusion and reality, truth and deception exist side by side, a world of sophisticated vehicles and weaponry, and a constant battle between good and evil.

This is the world where the agents of MASK — Mobile Armoured Strike Kommand — bravely try to counter terror and fear spread by evil genius Miles Mayhem, leader of VENOM, the Vicious Evil Network of Mayhem.

MASK is headed by Matt Trakker, dedicated to the eventual demise of the ruthless killer Mayhem.

Trakker and his fellow MASK agents operate out of Boulder Hill. What appears to be an ordinary petrol station is, in fact, the MASK headquarters. From here MASK agents wage their counter war against VENOM.

This is the background against which the Gremlin Graphics game is based.

A battle between the MASK agents and VENOM (Vicious, Evil Network of Mayhem) has left the planet battle scarred and virtually devoid of life. VENOM has abducted Matt's fellow agents and scattered them on earth, throughout space and time.

The task of recovering them falls to Matt — the only agent still at liberty.

Together with the war damaged Thunderhawk, his own special transporter, Matt embarks upon a journey through space and time in search of his colleagues.

After having located his own special mask, his route takes him through four dimensions of time as he scans the earth for the missing agents.

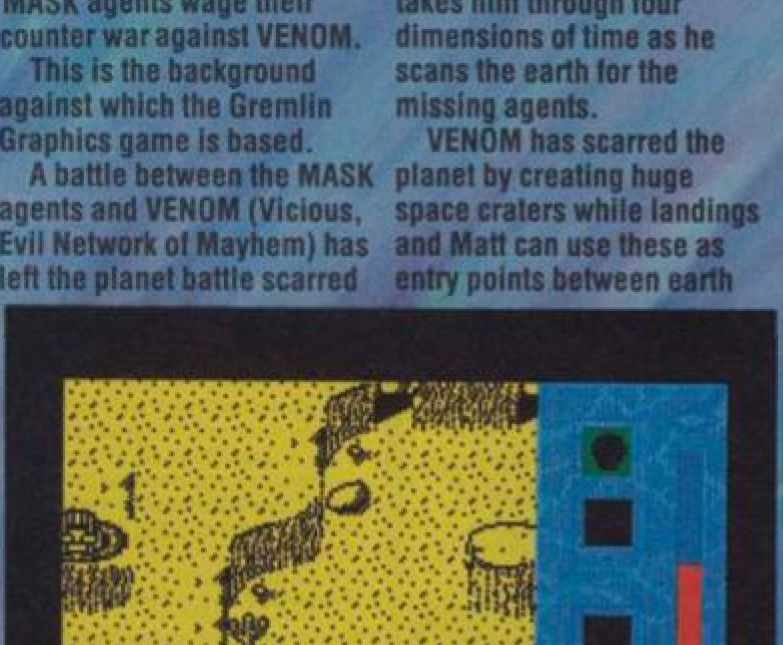
VENOM has scarred the planet by creating huge space craters while landings and Matt can use these as entry points between earth and space. Once back on earth, danger awaits Matt — codename Hunter — in the form of flying boulders, runaway trains and live volcanoes.

Matt must navigate Thunderhawk through these perils, collecting items which may aid him in his quest and at all costs, avoiding the hostile VENOM patrol craft. These craft can be destroyed either by being shot or bombed, but bombing has the added danger of self-destruction for Matt if he doesn't escape before it explodes!

In the event that Thunderhawk incurs danger-level damage, a repair kit may be collected and used.

Various weapons can be used by Matt — all will gain him points and the obvious advantage of defence, but he must remember throughout to be on the look-out for the security key pieces.

Each key is made up of four pieces and once assembled the key will allow Matt access to a scanner. The activated scanner will point to where an agent is located, and tell Matt when he is near. Once he has found his agent, they must both



then examine the scattered MASKS until they find the agent's own missing one. Matt has to roam all the different time periods and collect the agents from each.

Matt must travel around each of the different time levels in his effort to rescue the agent and, to complicate matters further, he has a time limit set on him throughout the journey. If he fails to complete his mission, or if Thunderhawk is damaged beyond repair, Matt will fail. If he succeeds, he and the rescued colleagues must compete in a final bloody pitch battle against VENOM.

The four random time locations in which Trakker can find himself are Present Day, Far Future, Pre-Historic and VENOM base. There are two MASK agents in each location. Each scanner can only work when four pieces of a security key have been found. Each level has ten keys. Two are bogus.

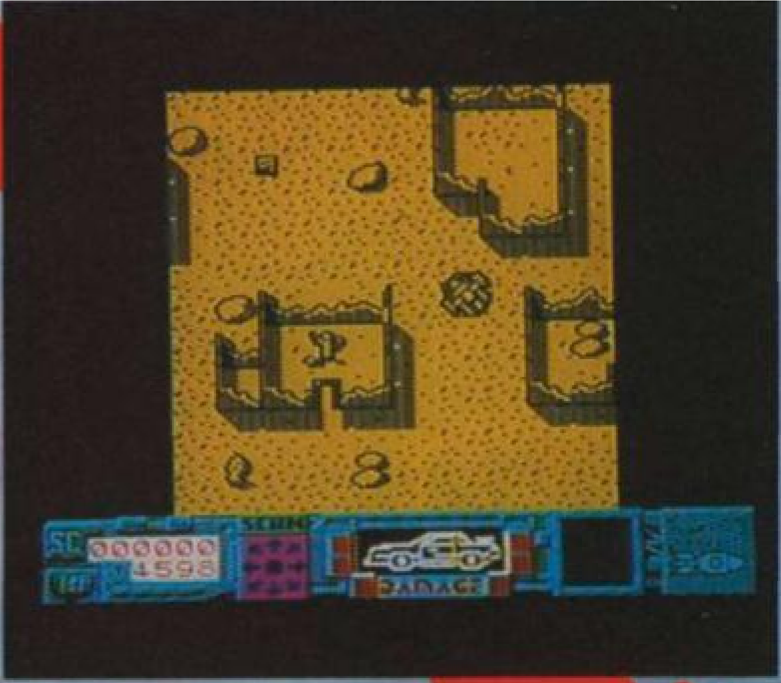
The keys are small squares with blocks painted out. Drive over them to pick them up.

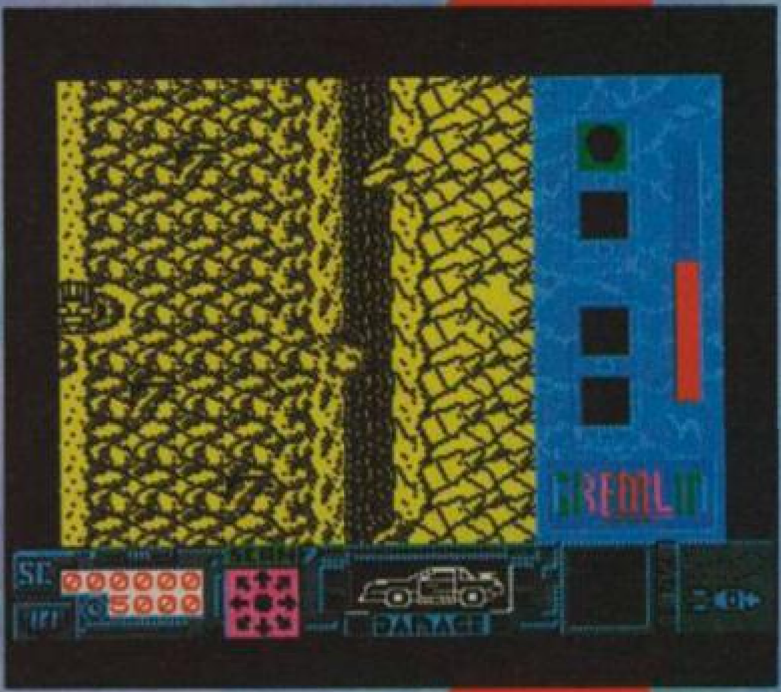
Agents will be imprisoned in various locations, not all of which will seem obvious. You will have to blast your way past obstacles using one of the bombs you are able to collect during the course of the game. As the bomb defuses, the dotted silhouette at the base of the screen will be reduced.

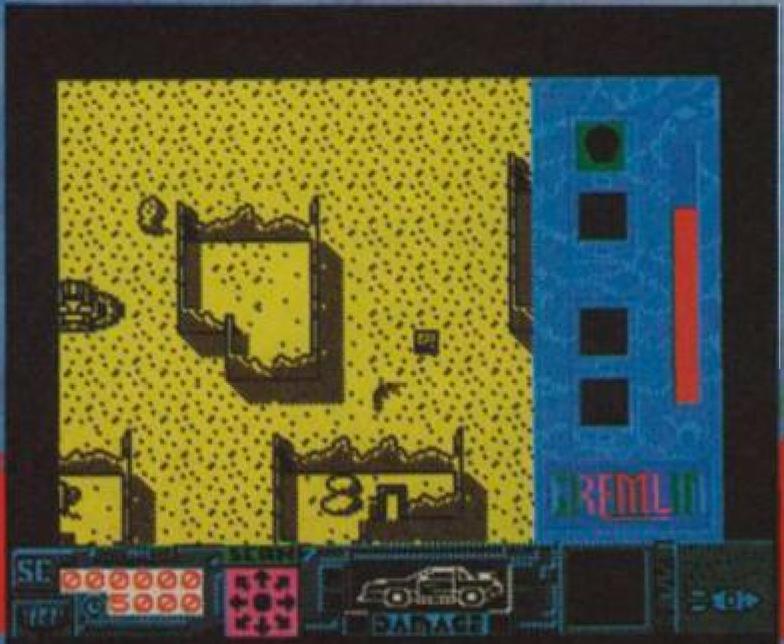
When the agent has been rescued, a status sheet, identical to that shown when examining a mask, will appear. Take the agent back to the time entry point and then embark upon the search for the other agent on that level.

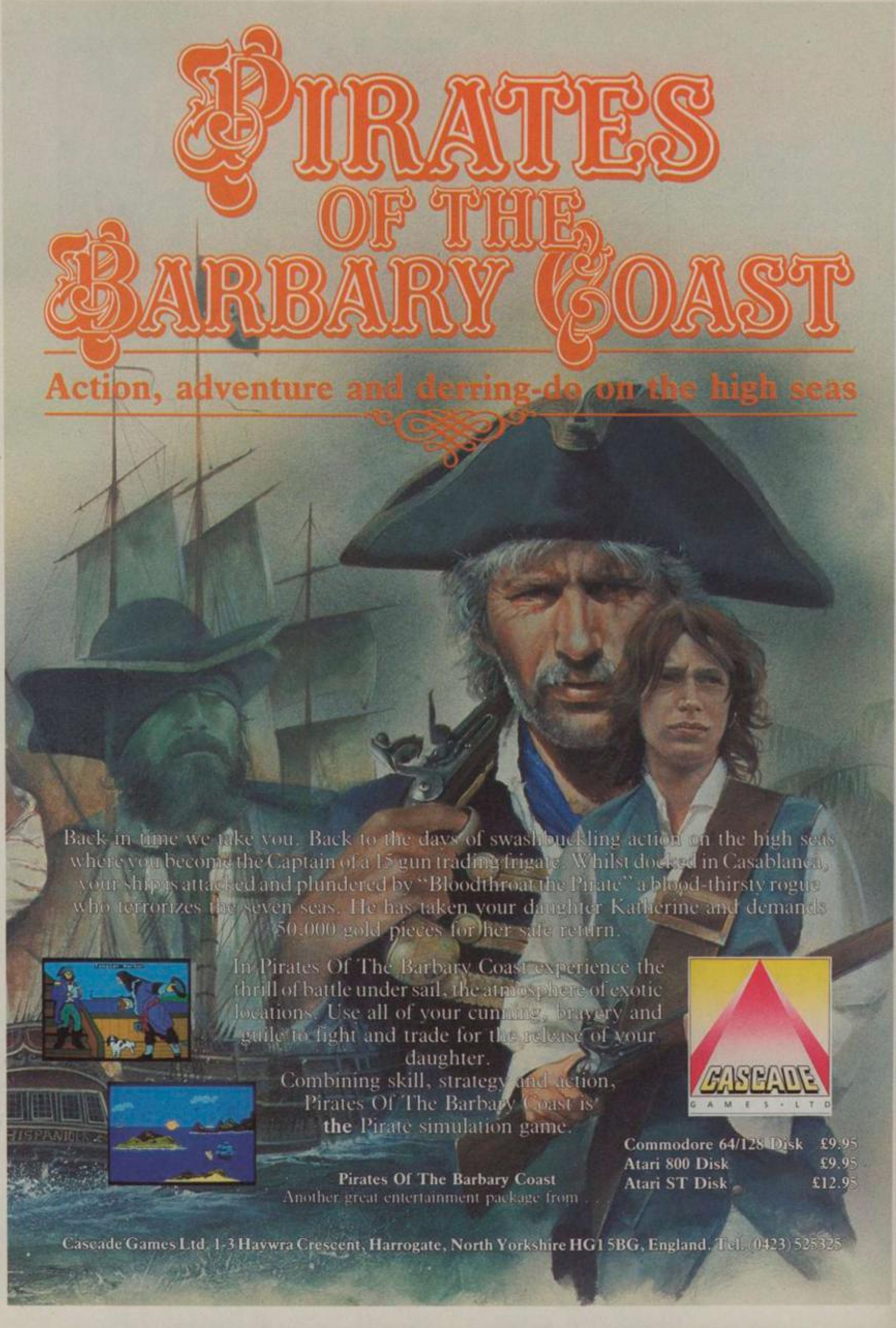
Throughout the game there are various perils; different time levels house particular types of adversary.

On Present Day you will have to deal with VENOM tanks and jeeps, runaway trains, falling boulders to name but a few. Also, Floyd Malloy, the deadly VENOM agent, will be in constant pursuit throughout all levels. Thunderhawk will incur damage whilst transporting you through the various screens; a repair kit may be collected to reduce the damage. If this is not done, Matt will die. To add pressure, a time limit is also set — 5000 convenient units ticking steadily away at the bottom of the screen.









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Next Month

out on the 15th of August

● HI! I'm Rob, the wickedest, weirdest droid you'll ever encounter. And I'm your guide through the wonderful world of video game machines in the next issue of *Computer + Video Games*. Everything you want to know about the Sega System, the Atari Games Console and my buddy the Nintendo. The hardware, the games, the robots — all revealed in the September issue of the coolest games magazine around.

● *C+VG*'s hack n' slash brigade are off on a little jaunt to Fantasy Island to dabble in a fight to the finish with the forces of evil. Join them as Bold Boughton, Mean Metcalfe, Killer Kennedy, Sinister St John and Wierd Walker as they boldly go where no magazine has gone before next month in the truly cosmic *Computer + Video Games.*

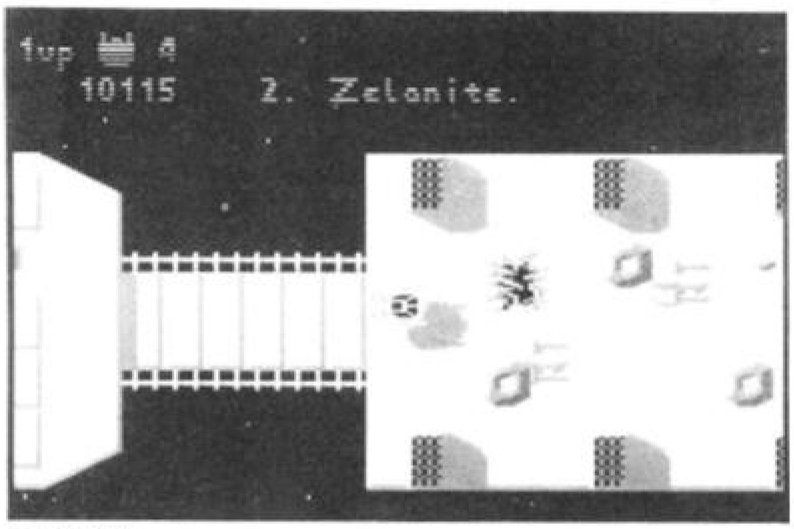
● Our *Barbarian* art competition really got to you, didn't it? We received literally thousands of entries and next issue you'll be able to see the winners in all their glory. If you entered, don't dare miss the results! — they'll blow you away.

● From CHIPS to chips. Police Quest is a brand new interactive adventure written by an ex-Californian Highway Patrol cop. We've got the case notes on the adventure that brings real life right into your home. Plus a picture story created using an Amiga. Don't suffer from Hill Street Blues — slap the cuffs on a copy of *C+VG* next month!

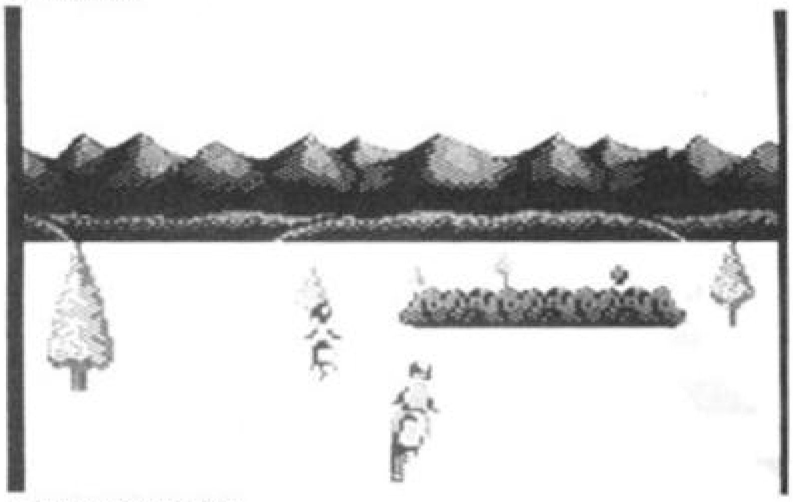
C+VG COMPETITION

Video & Chips

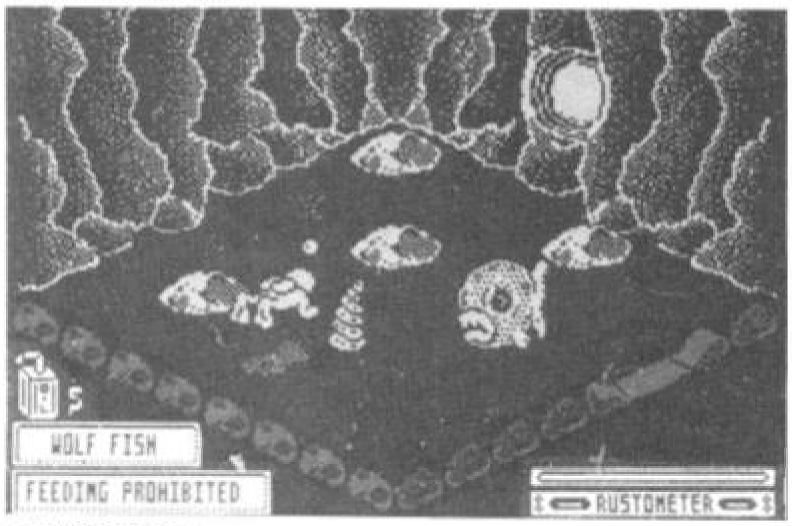
Search for a Champ



● *URIDIUM*



● *ENDURO RACER*



● *HYDROFOOL*

Could YOU be the CHIP CHAMP we're looking for? Along with *VIDEO & CHIPS* the T.V. computer show, on I.T.V television every Wednesday at 4.20pm, we're searching for the ultimate computer game champion. To enter all you have to do is send us your scores on three out of the five games listed below, cut out the coupon and send it to Computer and Video Games, Chip Champs, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. You'll also be able to find entry details in TV Times.

C+VG will be helping to organise the qualifying rounds — but the *Grand Final* will be played out ON the *VIDEO & CHIPS* show. So YOU could be showing off your game playing skills in front of millions of viewers. Fancy that? Then enter your high scores today!

● The qualifying games are *Uridium, Enduro Racer, Sentinel, Hydrofool* and *Arkanoid*. Remember, you don't have to own all five games to enter — scores of three of the games will do. And don't forget to get a friend or parent to verify your scores BEFORE you send them in.

VIDEO + CHIPS CHIP CHAMPS ENTRY FORM

Name ______________________________

Address ______________________________

______________________________ **Age** ______

Qualifying scores:

Uridium: ______________________________

Enduro Racer: ______________________________

Sentinel: ______________________________

Hydrofool: ______________________________

Arkanoid: ______________________________

Scores verified by: ______________________________

Computer owned ______________________________

Video & Chips

The Ultimate Golf Challenge

World Class LEADERBOARD™

- Full scoreboard printout.
- Course Editor allows you to arrange any of the holes from all four courses to form your own personal 18 hole golf course. (Disk)
- More trees (upto 192 per hole), traps and rough.
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- Realistic choice of club, distance, type of shot (hook, slice or putting).
- Unlimited backups of World Class Leaderboard can be made for your archives. (Disk)

U.S. Gold proudly present the final challenge in the Leaderboard series – World Class Leaderboard – the Ultimate test of your skill and judgement, the unparalleled successor to Leaderboard and Leaderboard Executive. Now you have the opportunity to play the same courses that have challenged golf's greatest legends, three famous and classic 18 hole golf courses in which each hole is authentically reproduced for distance, traps, trees and water hazards.

- *St Andrews*
- *Doral Country Club*
- *Cypress Creek*

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EUROPEAN COMPUTER GOLF CHAMPION 1987

In honour of the outstanding excellence of this, the ultimate golf game, U.S. Gold have organised a competition to find the European Computer Golf Champion of 1987. In every World Class Leaderboard game there is a scoreboard. Practice your skills, test your courage and then play your best possible round on the Ultimate course – The Gauntlet – Record your best score, have it verified by an independent witness and send it to U.S. Gold. Novice, Amateur and Professional – there's a prize for each:–

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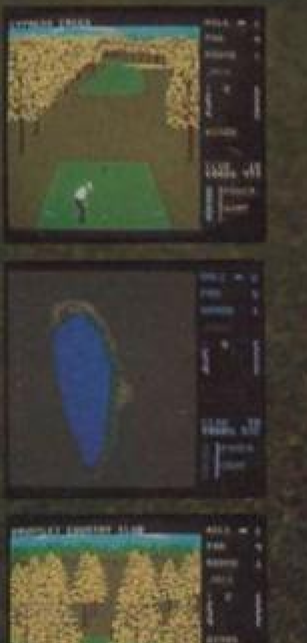
Amateur: a full set of Gallagher golf clubs – a superb asset in improving your game.

Novice: 10 free golf lessons with the "teaching professional" of your local golf club.

When all entries have been received – closing date 31st September 1987 – the top four players at each level will be called to a central venue to play-off for the title European Computer Golf Champion 1987 and receive their trophies and prizes.



screen shots from CBM 64/128 version

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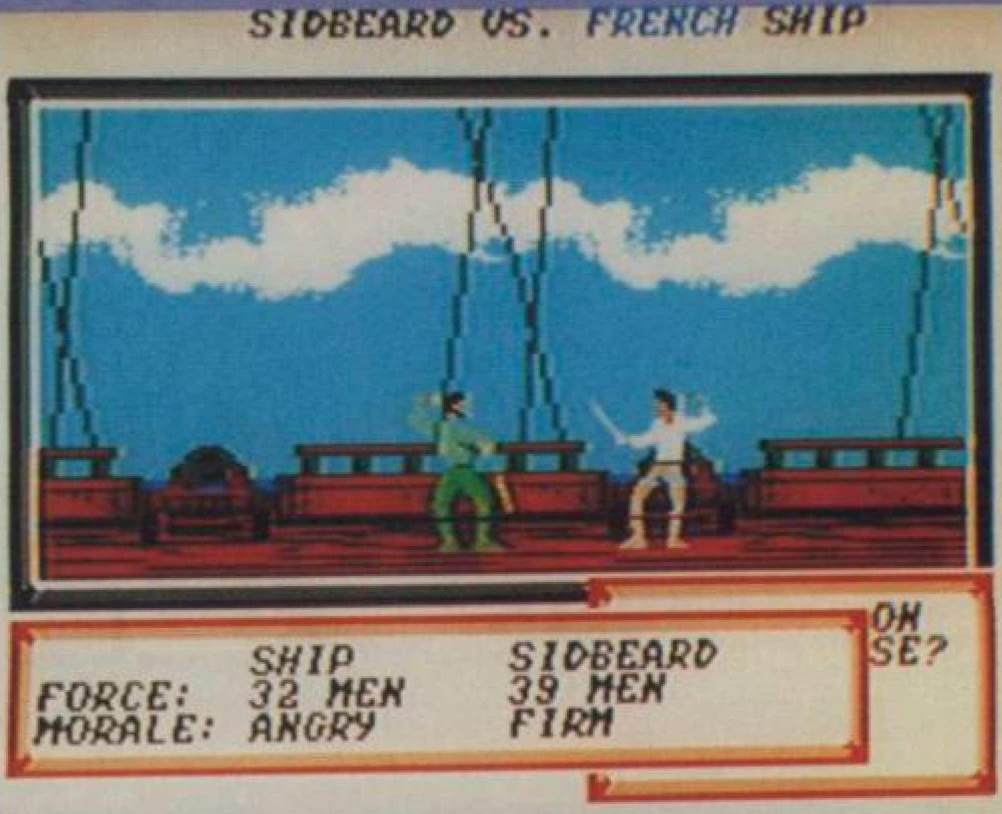
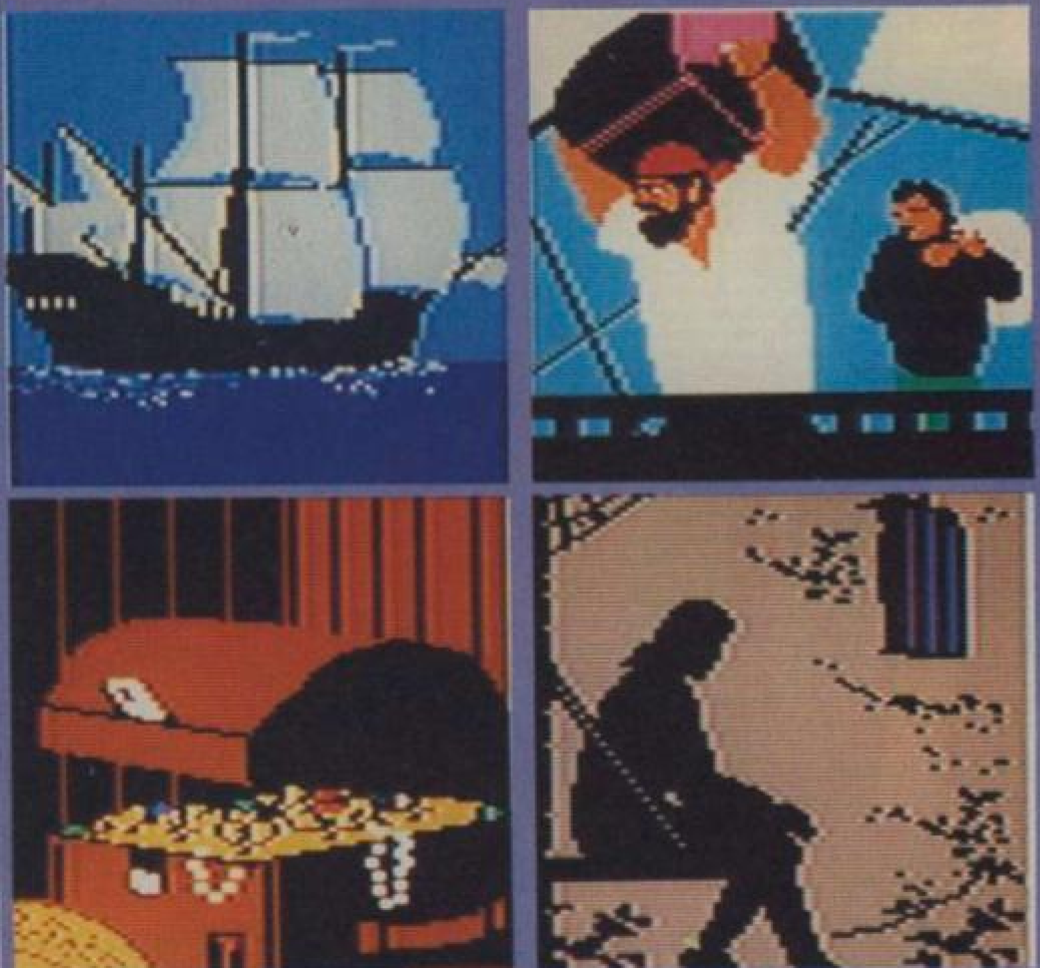
C+VG STREET SEEN

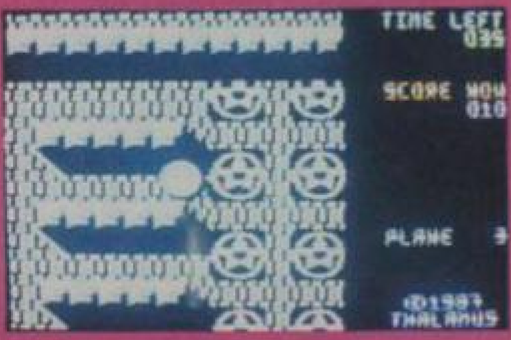
The heat is on! The weather may be bad but these pages are hot. Buckle your swash for Pirates, head for the heights with Gunship, and indulge in a summer L'Affair. Saxion man Stavros Fasoulas is back with Quedex. It's a-Mazing. That's just four of the hot games hitting the streets this month.



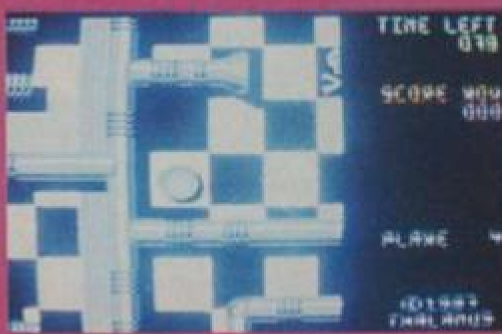
Avast there! Shiver me timbers. Back you swabs or I'll keel haul ya rum-guzzling, banacle-busting landlubbers. Sorry, we got carried away with the Yo Ho Ho and a bottle of pop. Yes, MicroProse's Pirates has just hoved into sight, hailed as the world's first swashbuckling simulation. The software house has forsaken high-tech, jets and subs for adventure on the Spanish Main in the 17th century.

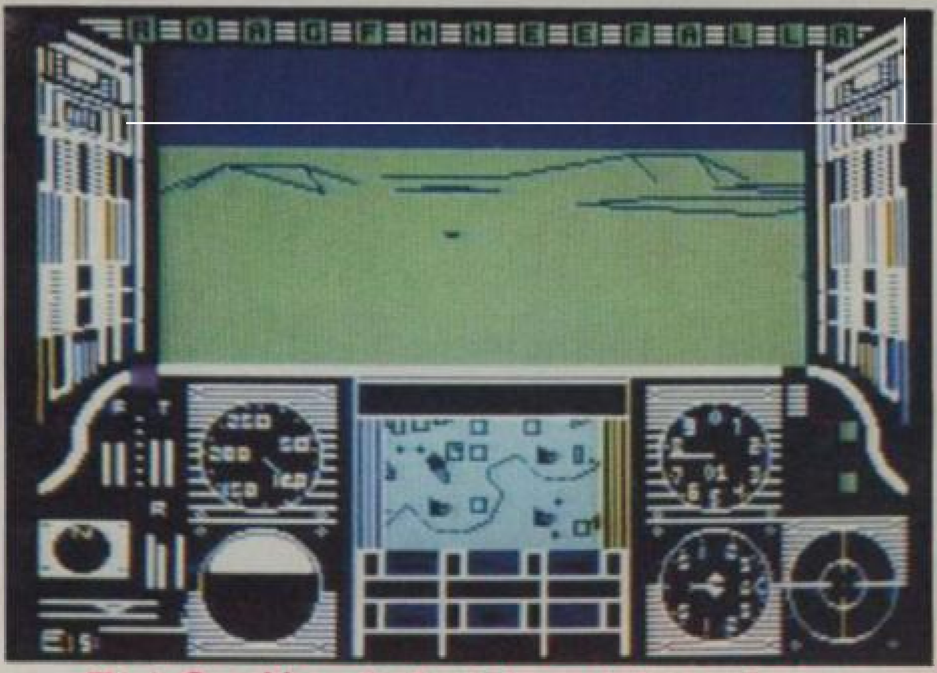
You play the part of a privateer captain. A pirate in all but name. The high seas are yours, free to raid gold filled galleons, explore islands, fight battles and build up a fortune. Your success will determine your status in life — a nobleman or scoundrel. On first sight it looks excellent. Out on the Commodore 64 at £14.95 cassette and £19.95 disk.



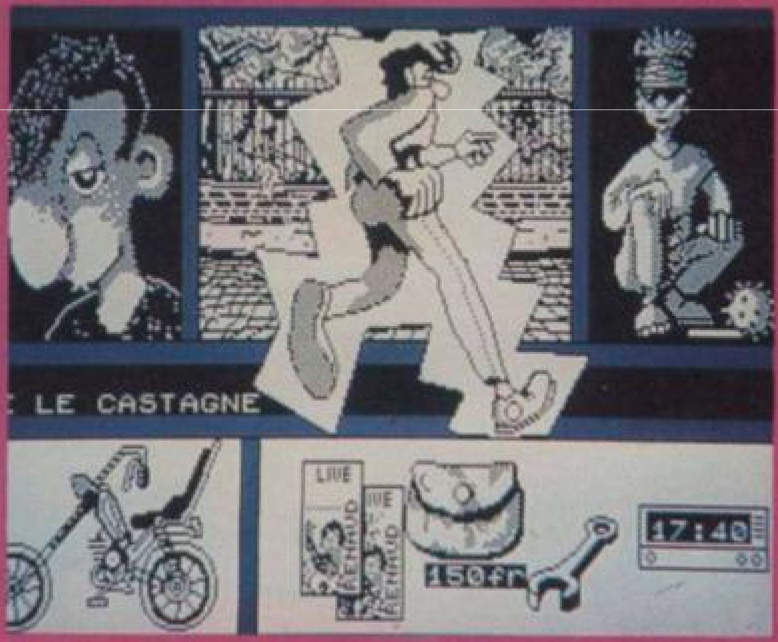


This is **Quedex** the latest and possibly greatest game yet from *Sanxion*-buster **Stavros Fasoulas**. The talented Finnish programmer has taken a break from creating stunning shoot 'em ups to produce **Quedex** — a multi-puzzle maze type game with as many and varied styles of gameplay as you could possible want. **Quedex** is short for the Quest for Ultimate Dexterity — and you'll need it to guide your bouncing ball around the maze, along the race tracks and through the many teleports you'll encounter. The game is amazingly user-friendly. YOU choose what levels you play and in what order. No gameplay dictated by the programmer here! **Quedex** is on the way from **Thalamus** very soon — only for the 64 at present. Sorry Spectrum, Atari, Amstrad, BBC, MSX, Quargletharpe 83 owners.



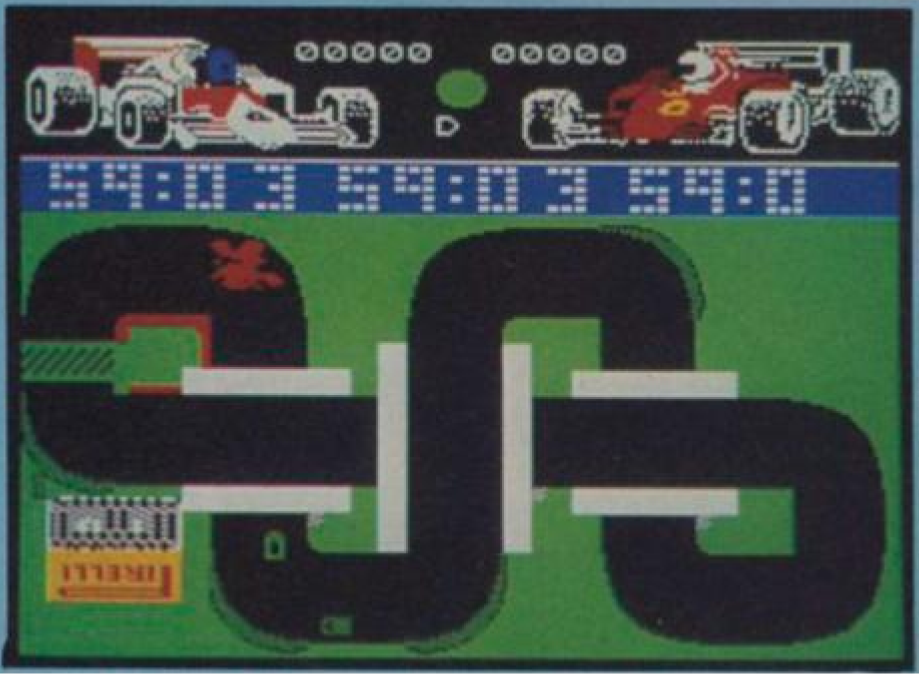


This is Gunship on the Amstrad, soon to be zooming your way on the Amstrad. Remember C+VG's cover on the game in April? It will cost £9.95 on cassette and £14.95 on disk.

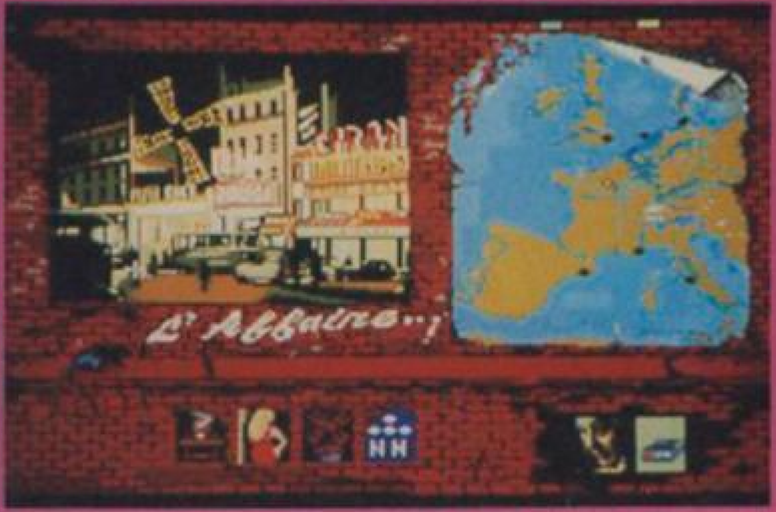


The latest in the *Infogrames* detective mystery series in called *L'Affair*. You have been framed for a crime you didn't commit and you want to find out who dropped you in it! You also want to find your girlfriend who has vanished. Is there some connection? *L'Affair* is out soon on the ST, the version pictured here, C64 and PC's.

If you're into comics — and who isn't? — you're going to just love *Sidewalk* — a new cartoon style interactive adventure for the ST/PC and Amstrad. It's all done in stupendous black and white graphics. The game — called *A Walk in the Shadows* in France — starts when you get your bike stolen when you're on your way to your rock concert. It happens all the time to our very own Wayne Bootleg . . .

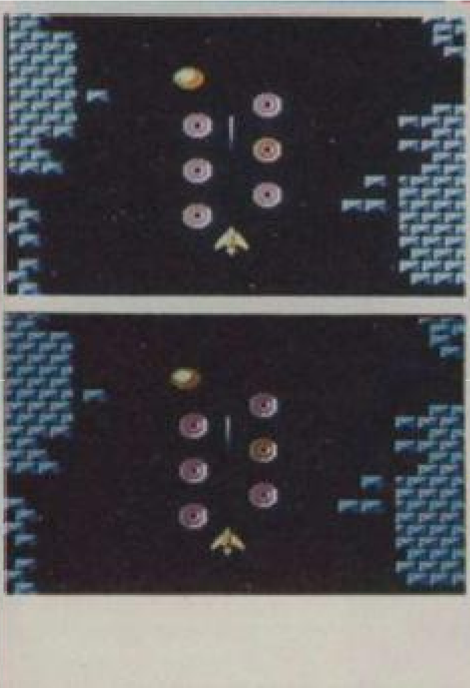


Here's a look at the Spectrum version of Code Master's highly-sucessful Amstrad game *Grand Prix Simulator*. It's been written by Serg Dosanj, author of Ant Attack on the Commodore 64, and with graphics by Mervyn Jones. Serg is confident this will become a classic.



Dargonne it! What's new? *Star Paws*, that's what, *Software Projects'* canine fighting game which they hope will have fur flying in space. You play the part of Captain Rover Pawstrong who must capture or destroy the colony of legendary Space Griffins. Dotted around the planet's surface — and the levels hidden deep below — are essential supplies and equipment which Pawstrong must find to help him.

***Star Paws* will be out on Commodore 64 — from which these shots were taken — Spectrum and Amstrad at £5.95. Music will be by Rob Hubbard.**



Lazer Force is Code Master latest space shoot-'em-up out soon at just £1.99. There are 30 different main levels set in two stages with two bonus stages between each main stage. Triple firing can be attained by special selectors. The main sectors consist of vertical scrolling landscapes with many different features. On the first level, volcano type formations spew forth flames right across the screen. Some landscapes mutate and grow as you fly over them and there is a level with gigantic proportions which is hard enough to manoeuvre through without any aliens around. On this crawl across the screen dropping death pods. You start with 5 lives — you will need them.

SECTOR 90

A

GAME

YOU ARE A MEMBER OF THE ELITE 'DROP COMMANDO' UNIT - YOUR MISSION TO PLACE THE EXPLOSIVE IN THE ALIEN 'SECTOR INTELLIGENCE' UNIT, SO ALLOWING THE TERRAN FLEET THE CHANCE OF A SURPRISE ATTACK.

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The Big Screen

What's this — Ward R Street writing up the movies on a monthly basis? Well, though it ain't easy to get me out of the previews theatre, they made me an offer I couldn't refuse, so here goes with this month's releases. . .

▲ *Raising Arizona*

If I tell you that *Raising Arizona* (15) is about a baby but I'm making it my film of the month, you'll probably think that Ward has finally flipped. Why would anybody want to watch a movie about a small, pink, wind and wetness merchant? Read on!

Baby Arizona, one of the Arizona quintuplets, is a special baby. He gets abducted by baby-napper and eternal loser, H.I. McDonnough — failed petty criminal, failed reformed citizen and, finally, failed father. It seems like the only way for H.I. and his wife, Edwina, to have a family is to steal one.

From this one wild seed a series of increasingly chaotic events grow. Soon Baby Arizona is the centre of more action than a parent's worst nightmares. These involve two escaped convicts, a sort of criminal Laurel and Hardy, who realise that there could be money in the infant; visiting friends with their hordes of unruly brats; and The Lone Biker of the Apocalypse, a bounty hunter who makes *Mad Max* look sane!

▲ *Raising Arizona*

Raising Arizona starts funny and just gets more and more hilarious. Every twist in the plot adds further confusion, centred on Nicolas Cage as H.I., sporting a hairdo that looks like he's caught in a storm — which he is, as the whole world gangs up on him.

Director Joel Coen doesn't miss a trick. You want to know what a baby's eye view of the world is like? You get it. Or how to rob a band of hillbillies who take your instructions just a little too literally ('How can we throw down our guns if you've told us not to move?'). It's one of the most inventive comedies of the year.

Coen's last film was cult-classic *Blood Simple*, which I suspect most people only got to see on video. This is set to get a well-deserved general release. See it and cry like a baby.

Tears of laughter, that is!

Who was it who said that flying is just falling and forgetting to hit the ground? Just hope that *Eric, The Boy Who Could Fly* (PG), has learnt that lesson because he spends much of his time just hanging around. . . on window ledges, roofs and the like!

▲ *The Boy Who Could Fly*

When 14-year-old Milly moves into the house next door she befriends his strange, mute teenager who everybody believes to be autistic. Slowly a relationship develops between them, but it's not made any easier by the authorities, who think that Eric would be better off in an institution with a nice, tight straight-jacket to wear.

So is Eric batty just because he thinks he's a bird? Certainly there's nothing in this ultra-ordinary small town to suggest that it might be the scene of a miracle. There's overworked mum, trying to come to terms with computers at work; bratty but lovable brother, the Rambo of the sandpit generation; a collection of school bimbos and bullies and the odd sympathetic teacher.

But there's also the same freak atmospheric conditions that produce pink skies in so many Spielberg films; the same soaring music that aims straight for the strings of the heart. Yes, if Eric's surname had been Thomas they could have usd his initials for the film title. This is an attempt to create the same sort of gentle, small-town fantasy that Spielberg has mastered — more *Peter Pan* than *Superman*.

But don't get me wrong. While it doesn't have his masterly touch and is rather too long, it contains enough that's amusing to raise some laughs, and the ending, when Eric's flying antics are put to the test, is quite elevating. But pioneers of unmanned flight face risks, and a greater sense of danger could have made this really soar.

In the *Wizard of Oz*, all the Tin Man wanted was a heart. The home-improvements salesmen, nicknamed *Tin Men* (15), could do with joining the queue.

The year is 1963, the place Baltimore, and the car to own is the latest Cadillac. When Tilley collides with BB's Caddy as it leaves the garage, the scene is set for a war between the rival tin men. But despite a few car-wrecking slapstick antics at the start, it's really a comedy of characters.

Danny DeVito and Richard Dreyfuss take on two singularly unpleasant roles and give the performances of their lives. DeVito's Tilley is a slobbish failure who can't face reality while Dreyfuss as DD is a calculating smoothie, a snake who thinks nothing of seducing Tilley's wife then phoning him to crow about it. But the tables are turned — 'You can keep her,' his rival snarls.

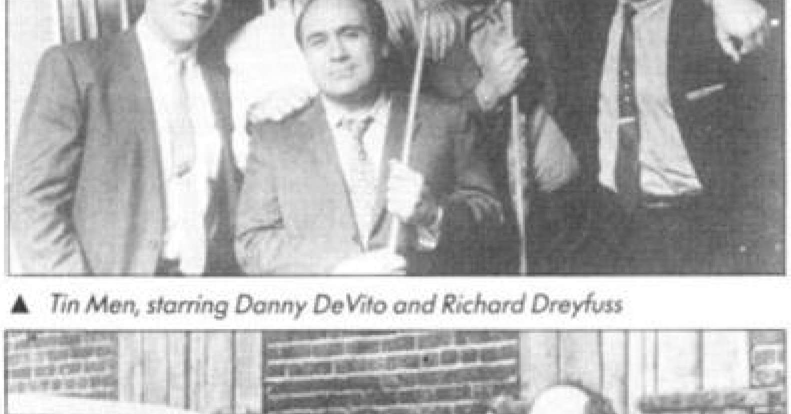
As well as the feud there's another story, the story of the salesmen — the double glazing pests of their day — who use every trick in the book to flog the ugly aluminium sidings. They lie, cheat and even feign madness to make their commission, despite a government inquiry into their methods. And when they're not selling they sit around in diners, discussing crucial issues such as why there are no woman in *Bonanaza*.

Director Barry Levinson knows just how to let a story slowly take shape, observing the eccentricities of this small group of misfits so that eventually you start to realise that even tin men have hearts, if you dig deep enough.

You know you're in for a rough time when, less than three minutes into *Evil Dead II* (18), nasty things start to happen — walls spurt blood, there's a talking, biting severed head, and a hero who's reduced to chainsawing off his own hand. By this stage I was almost sick — with laughter.

The plot? Don't ask! Director Sam

continued on p. 98



▲ *Tin Men, starring Danny DeVito and Richard Dreyfuss*

▲ *Evil Dead II*

Raimi just throws his cast together in the isolated cabin from the original movie and lets the special effects loose. Every horror cliche is here, from the something nasty in the cellar to the ancient document that will lift the curse — if any of the cast survives long enough.

The audience may not last the whole movie either. I reckon that while fifty percent will be reduced to hysterics, the other half will head straight for the toilets and barricade themselves in until the assault of gruesome slapstick satire is over.

Of course the protectors of our morals got all upset when its predecessor appeared on video, convinced that it would turn everyone who saw it into a mindless zombie. I reckon the worst effects of *Dead II* would be people who spouted dialogue as mindless as the script's!

▼ *Evil Dead II — frighteningly funny!*

Despite a slight lull after the first frantic half-hour, *Evil Dead II* is a wacky, tacky, tasteless roller-coaster ride, totally lacking believable characters and common-sense. If you've got the stomach for it, see it — it's bloody funny.

▲ *White of the Eye*

There's horror of quite another kind in *White of the Eye* (18). This is the sort of movie that can even reduce a cinema of hardened reviewers to a state of shocked silence.

▲ *White of the Eye*

Globe, Arizona is a dull desert town, surrounded by a bleak landscape of open-cast mines. It's here that hi-fi engineer, Paul White, lives with his wife, Joan, and kid, Danielle. But suddenly their peace is shattered when Paul becomes chief suspect in a murder investigation.

Could Paul be guilty of these brutal and apparently motiveless mutilations? Even the police don't seem convinced. Slowly the film reveals more about him — he's having an affair with a married woman — meanwhile a series of flashbacks show how he met Joan as she was passing through the town in 1976 with a boyfriend, Mike. Somehow this shadow from ten years ago still hangs over the relationship.

There's something hypnotic about *White of the Eye*. It uncovers its horrors in a cold, distant, arty fashion, developing a strange power which draws you deeper and deeper until you finally emerge, feeling as if you've been dragged through the dirt.

I suspect that some critics will attack it as a sensationalist slasher movie, which it is not. Director Donald Cammell has set out to make a serious study of psychosis and the horrors of serial killing, and in some ways he has succeeded. But the result is a cold and unpleasant experience.

It's a relief to turn to *A Great Wall* (PG), which is unlikely to get a wide release, but turns out to be a minor gem. It tells the simple tale of Chinaman Leo and his family returning from San Francisco, where he earns a living as an executive in a computer firm, to Peking to visit his sister.

A similar East-West culture clash featured in *Gung Ho* which appeared earlier this year. But while that managed to be crude, unfunny and patronising to its Japanese characters, *A Great Wall* is a warm experience which suggested that both worlds have something to learn from each other. It's a sort of oriental *Local Hero*.

▲ *A Great Wall*

One of the most amazing things about the film is that it was actually shot in Peking, and for once you get a picture of how a communist Chinese family lives — not just endless travelogue shots of bikes.

But most of the fun comes from the native Chinese reaction to Western culture. In one hilarious scene Leo's teenage son tries to explain the concept of designer clothes to a Chinaman who remains convinced that his Yves Saint Laurent trousers are the colour of 'mouldy beancurd'. If *A Great Wall* comes to your local art-house, go see it.

Problem Page

Dear Ward

Though I love movies our local cinema has closed. What should I do?

Deprived

Dear Deprived

Yes, I know that feeling too. Sometimes I only get to see three previews a day so I need to watch a video. Though your 20" TV can never replace the big screen, here are some suggestions for home viewing!

Budget masters Channel 5 has released another batch of episodes from Gerry Anderson's classic series *Stingray* and *Thunderbirds*. Acting of a less wooden kind is found in volume two of *UFO*. All these titles cost just £7.99.

More vintage TV is to be found in the next four episodes of *The Prisoner*. *Checkmate*, featuring the famous game of human chess, and *Hammer into Anvil* are one tape while *It's Your Funeral* and *A Change of Mind* appear on the other. Great value at £9.99 each. And now that Roger Moore's relinquished his license to kill, there's a chance to catch him in an earlier incarnation as Simon Templar, *The Saint*, in *The Fiction Makers*.

There's murder afoot in that most elaborate of thrillers, *Sleuth*, starring octogenarian Larry Oliver and ever-popular Michael Caine (afraid he wouldn't get a mention this month, were you?). If you've never caught it before it's well worth £9.99.

Meanwhile Mastertronic is getting in on the budget video act with the Mastervision label, and while the current releases are mainly kiddy cartoons — could be useful for keeping a bawling brat quiet when you won't let him use the computer — there are some good things in the backlist, such as *Creepshow*, a selection of Stephen King shockers which contain the truly horrible acting of their author. They also have gory thriller *The Exterminator* and Chuck Norris in *A Force of One*.

But my video movie of the month is *Whoops Apocalypse* — The Movie, from Virgin. Don't confuse it with the original TV version, which is also available from Channel 5 and is hilarious in its own right. This is the feature film which had a short cinema release earlier this year, and is jam-packed with stars. Laugh till the world ends!

TECHNOLOGY SO ADVANCED ...

MEMORY
- 512Kbytes RAM (520ST-M, FM)
- 1024Kbytes RAM (1040ST-F)
- 192Kbytes ROM
- 128Kbytes external plug-in ROM option

ARCHITECTURE
- *Motorola 68000 Central Processing Unit (CPU) with a clock speed of 8MHz*
- *16-bit external data bus*
- *32-bit internal data bus*
- *24-bit address bus*
- *8×32-bit data & address registers*
- *7 levels of interrupts*
- *56 instructions*
- *14 addressing modes*
- *5 data types*
- *DMA (Direct Memory Access)*
- *real time clock as standard*

GRAPHICS
- *full bit-mapped display*
- *palette of 512 colours*

Using Atari Monitors *(on 520 & 1040):*
- *640×400 high resolution - monochrome*
- *640×200 medium resolution - 4 colours*
- *320×200 low resolution - 16 colours*
- *80 column text display (40 col low res)*

Using Domestic TV *(on 520):*
- *640×200 medium resolution - 4 colours*
- *320×200 low resolution - 16 colours*
- *40 columns × 25 line text display*

SOUND AND MUSIC
- *3 programmable sound channels*
- *frequency programmable 30Hz - 125KHz*
- *programmable volume*
- *wave & dynamic envelope shaping*
- *programmable attack, decay, sustain, release*
- *Musical Instrument Digital Interface (MIDI)*
- *MIDI allows connection of synthesisers etc.*

MOUSE
- *high precision*
- *2 button control*
- *free with 520ST-FM/1040ST-F*
- *non slip ball motion sensor*
- *removable ball for easy cleaning*

STANDARD SOFTWARE
- *GEM desktop + TOS operating system*
- *ST BASIC interpreter/language system*

INPUT/OUTPUT

MIDI out	*(5 pin DIN) 31.25K baud*
MIDI in	*(5 pin DIN) 31.25K baud*
audio out	*1.0V DC peak to peak, 10K ohm*
audio in	*1.0V DC peak to peak, 10K ohm*
RGB monitor	*1.0V DC, 75 ohm*
mono monitor	*1.0V DC, 75 ohm*
mono horizontal scan rate	*35.7KHz*
mono vertical scan rate	*71.2KHz*
sync	*5V DC (active low) 3.3K ohm*
modem/serial	*RS232C, 50 to 19,200 baud*
floppy disk	*250 Kbits/s*
hard disk	*11.3 Mbits/s*
mouse	*standard Atari connector*
joystick	*standard Atari connector*
cartridge port	*128K capacity*
RF output (520ST-FM)	*for TV use*

OPERATING SYSTEM
- *TOS with GEM environment in ROM*
- *hierarchical file structure with sub-directories and path names*
- *user interface via GEM, with self explanatory command functions*
- *multiple windows + icons*
- *window resizing, re-positioning and erasing*
- *drop down menus (selected by mouse)*
- *GEM virtual device interface*

COMMUNICATIONS
- *RS-232C serial modem port*
- *8-bit parallel printer port*
- *MIDI port (also for networking use)*
- *VT52 terminal emulation*

KEYBOARD
- *standard QWERTY typewriter format*
- *95 full stroke keys*
- *10 function keys*
- *18 key numeric keypad + cursor keys*
- *variable auto-repeat & key click response*
- *keyboard processor reduces CPU overhead*

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In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

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At Silica Shop, we have a dedicated service department of five full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

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We aim to keep stocks of all Atari related products and our warehouse carries a stock of £½ million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA**.

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Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you fully up to date with what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any programming or technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

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At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. The information service is available **ONLY FROM SILICA**.

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520ST-M

The affordability of Atari computers is reflected in the price of the 520ST-M keyboard, which is a mere £259 (inc VAT). This version of the ST comes with 512K RAM, as well as a modulator and lead for direct connection to any domestic TV. The price does not include a mouse. In addition, when you buy your 520ST-M from Silica, you will also receive the FREE Silica 'ST Starter Kit'. During 1987, many software houses will be producing games software on ROM cartridges, which will plug directly into the cartridge slot on the 520ST-M keyboard, giving instant loading without the expense of purchasing a disk drive. With the enormous power of the ST, you can expect some excellent titles to be produced, making this the ultimate games machine! If your requirement is for a terminal, then the 520ST-M can fulfill this role too. Leads are available to connect the ST to a variety of monitors, and with the imminent introduction of terminal software on ROM cartridge, the ST provides a low price terminal for business use. If you wish to take advantage of the massive range of disk software available for the ST range, you will need to purchase a disk drive. Atari have two floppy disk drives available, a ½ Mbyte model £149 and a 1Mbyte model £199. Full details of these drives, as well as the Atari 20Mbyte hard disk are available on request. If required at a later date, the mouse may be purchased separately.

£259

520ST-FM

The 520ST-FM with 512K RAM and free mouse, represents a further breakthrough by Atari Corporation in the world of high power, low cost personal computing. This model is the latest addition to the ST family, and is not only powerful, but compact. It is priced at only £399 (inc VAT) a level which brings it within the reach of a whole new generation of computer enthusiasts. When purchased from us, it comes with the FREE Silica 'ST Starter Kit' see paragraph on the left. To make the 520ST-FM ready for use straight away, Atari have built into the keyboard a ½ megabyte disk drive for information storage and retrieval, allowing you easy access to the massive range of disk based software which is available for the ST. This new computer comes with all the correct cables and connections you will need to plug it straight into any standard domestic television set. You do not therefore have to purchase an Atari monitor. If you do require a monitor however, these are available with the 520ST in the following money saving packages:

520ST-FM Keyboard	*Without Monitor*	- ***£399*** *(inc VAT)*
520ST-FM Keyboard	*+ High res mono monitor*	- ***£499*** *(inc VAT)*
520ST-FM Keyboard	*+ Low res colour monitor*	- ***£599*** *(inc VAT)*
520ST-FM Keyboard	*+ Med res colour monitor*	- ***£699*** *(inc VAT)*

Because the 520ST-FM has its own power transformer built into the keyboard, there are no messy external adaptors to clutter up your desk space. You are left with only one mains lead, serving both the disk drive and the computer. You couldn't ask for a more stylish and compact unit.

£399

1040ST-F

For the businessman and the more serious home user, Atari have their most powerful model, the 1040ST-F with 1024K RAM. This low cost powerhouse can be introduced into a business environment as a stand-alone system, or can support a mainframe computer as a terminal. The 1040ST-F not only features twice as much memory as the 520ST-FM, but also includes a more powerful built-in disk drive. The drive featured on the 1040ST-F is a one megabyte double sided model. The extra memory facility of the 1040ST-F makes it ideal for applications such as large databases or spreadsheets. Like the 520ST-FM, the 1040ST-F has a mains transformer built into the console to give a compact and stylish unit with only one mains lead. The 1040ST-F is also supplied from Silica Shop with a free software package and 'ST STARTER KIT'. In the USA, the 1040ST-F has been sold with a TV modulator like the 520ST-FM. However, for the UK market, Atari are manufacturing the 1040ST-F solely with business use in mind and it does not currently include an RF modulator, this means that you cannot use it with a domestic TV (Silica Shop do offer a modulator upgrade for only £49). The 1040ST-F keyboard costs only £599 (inc VAT) and, unless a modulator upgrade is fitted, will require an Atari or third party monitor. There are three Atari monitors available and the prices for the 1040 with these monitors are as follows:

1040ST-F Keyboard	*Without Monitor*	- ***£599*** *(inc VAT)*
1040ST-F Keyboard	*+ High res mono monitor*	- ***£699*** *(inc VAT)*
1040ST-F Keyboard	*+ Low res col monitor*	- ***£799*** *(inc VAT)*
1040ST-F Keyboard	*+ Med res col monitor*	- ***£899*** *(inc VAT)*

The 1040ST-F comes with a mouse controller and includes 1Mbyte of RAM. It has a 1Mbyte double sided disk drive and mains transformer, both built into the keyboard to give a compact and stylish unit, with only one mains lead.

£599

ATARI ST

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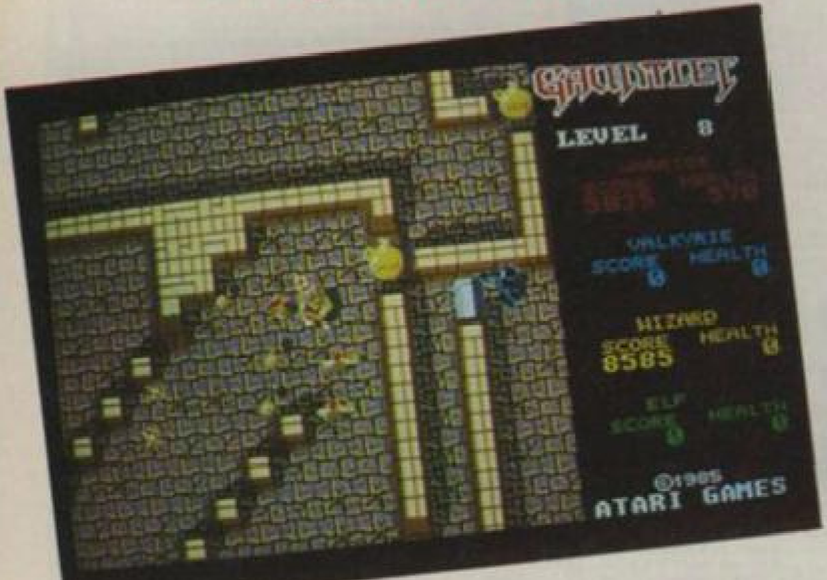
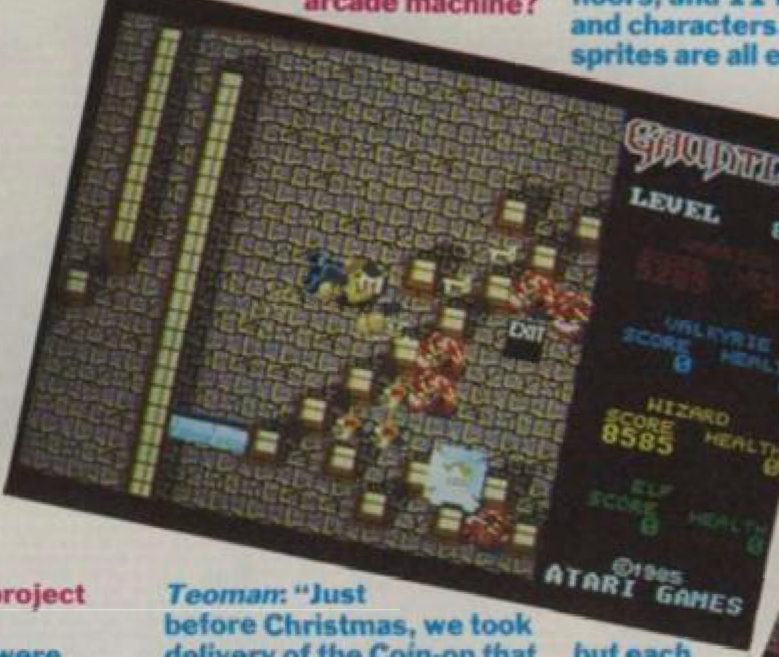
Gauntlet

Gauntlet has probably been the most successeful coin-op licence ever. Now ST owners can treat themselves to a version of this game, remarkably similar to the original, courtesy of US. Gold, Adventuresoft, and two freelance programmers — Graham Lilley and Teoman Irmak.

Rather than just do a straight review of a game that almost everyone has played in one form or another, we thought it would be interesting to go behind the scenes, and the screen, to see just how you go about converting an arcade mega-hit. So David Bishop, our resident ST maniac, enticed Graham and Teoman down from their native Birmingham to reveal all!





For both Graham and Teoman, *Gaunlet* was their first major commision in the games field, although neither are new to the software scene.

Graham used to be software support manager for Apricot, converting many IBM programs, such as Concurrent, to run on Apricot systems in the days before they went the route of IBM compatibility. Teoman was trained as an illustrator and, for many years, designed the covers of Practical Computing, before turning his talents to on-screen graphics design for Adventure Soft.

So how did this project start?

Graham: "We were approached last September and asked if we'd be up for the job. At the time, Gremlin was still working on some of the 8-bit versions so we had to go down to their offices to take a look at the coin-op."

Teoman: "Graham had seen *Gaunlet* before, but I had never even heard of the game, so I ended up taking about a hundred shots on that first evening. We took them home and sat around wondering how we could come up with a faithful conversion that had all the graphical atmospheric appearance and appeal of the original."

What help did you get from the owners of the Gaunlet rights, Atari Games?

Graham: "Very little actually. It wasn't as if they gave us source code or even maps to start with. It was more a case of, here's a machine, now go do the conversion! Eventually though, US. Gold managed to get printouts of each level, which we then coded back into our program."

Did you spend alot of time playing the original arcade machine?

Teoman: "Just before Christmas, we took delivery of the Coin-op that had been at Gremlin's office. They had finished their conversions by then. Graham spent most of the festive season underground, killing anything that moved!"

Graham: "We both know the game pretty well now. Really, we had to become experts on every aspect of the game, because we wanted to make sure that, where possible, everything in ours mirrored the original. We've even kept in minor bugs from the arcade version."

What bugs?

Teoman: "Well, there are a number of places where generators overlap, as if they were stacked on top of each other, so ours do too. Also, the heads of various characters are superimposed on generator when they get too close, so the same happens in the ST version."

What changes did you have to make from the original?

Teoman: "The coin-op uses thirty-two colours and we only had sixteen, five of which were used for the floors, and 11 for the walls and characters. Their sprites are all eight colour, but each one can be any eight colours while ours all have to be created from a single, unchanging palette.

"So where, on the original, ghosts get less bright as you knock them down a level, in ours they stay the same colour. Wizards are another case in point. They are purple in the original, but we didn't have a purple so our wizards are blue. But I don't think that any of the compromises we had to make with the colours, affect the game at all."

Graham: "Another problem we had was that our screen size is slightly smaller than theirs, which created a few interesting situations with things like transporters. You can only transport to another transporter, visible on the screen. So, with a smaller screen, there would be times when an intended destination transporter was not in view. Gremlin had the same problem, and actually had to move certain transporters a little this way or that to get round it, so that's what we did."

Teoman: "The only other differences are that we had to leave out the thief because there simply wasn't enough memory, even though all his graphics have been drawn and coded. for the same reason. Only two characters can play at once.

We also decided to show the position of 'sprung' traps so that players could learn their whereabouts, albeit after the event."

"But, in every other respect, the games are identical, from the hit shield capacities of the different characters to the number of pixels each enemy moves, right down to the way the ghosts overlap when they get too close to each other!"

What about the sound effects, were they sampled?

Graham: "There are 222 sound effects in the original. A large number, partly due to the fact that it's in stereo. We started with 45K of effects but this had to be trimmed down to 16 sampled effects occupying 20K, but we've kept all the important ones.

"Because I wanted to use the identical sounds, I tinkered around inside the coin-op and found output which I linked directly to the ST. This proved to be a mistake because I ended up digitally sampling digitised sounds, so little chunks were lost. A better idea was to record the original sounds on tape, in analogue form, and then to digitially sample the sounds off the tape.

"The music at the start is sampled, all 175K of it, but this gets thrown out, when the last bits of code are loaded in, because there simply isn't room. Incidentally, when the music plays, we're using 10,000 interrupts per second!"

Will ST Gaunlet be in any way affected by the blitter chip?

Graham: "If the blitter had been standard in all Ataris, we would have written the program differently to take full advantage of it. As it is, we've written our own software blitting routines instead."

It seems there's a very strong case for an 'executive Gaunlet' for Atari ST owners with 1 megabyte of memory, especially considering how many people have had their 520s upgraded.

Graham: "That's right, in fact, because we worked on 1040s, we can have *three or four people* playing at once. The program used to scan the numeric pad, which sould be used by a third player, but we had to suppress that for the 520."

Teoman: "Basically, we've got all the bits to produce another version for up to four players, with many more sound effects, and the thief. We could probably also re-introduce the music in the treasure rooms."

Will you be doing the 'Deeper Dungeons' disk?

Graham: "Yes, that should be available later in the year. There will probably also be an Amiga *Gaunlet* before Christmas!"

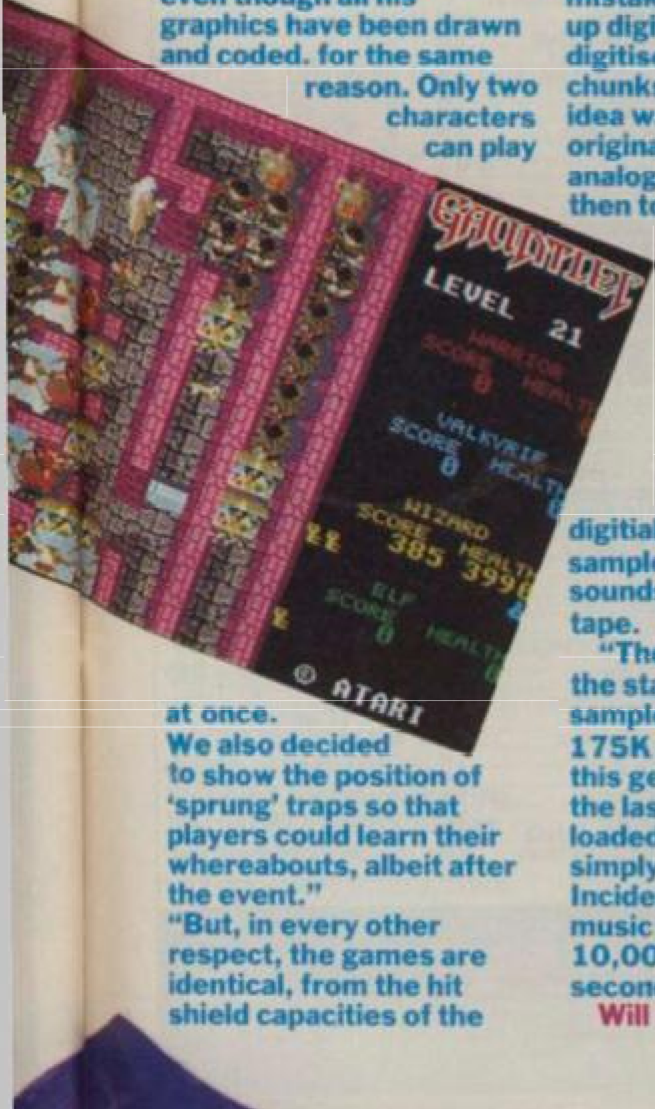
What are your all-time favourite games?

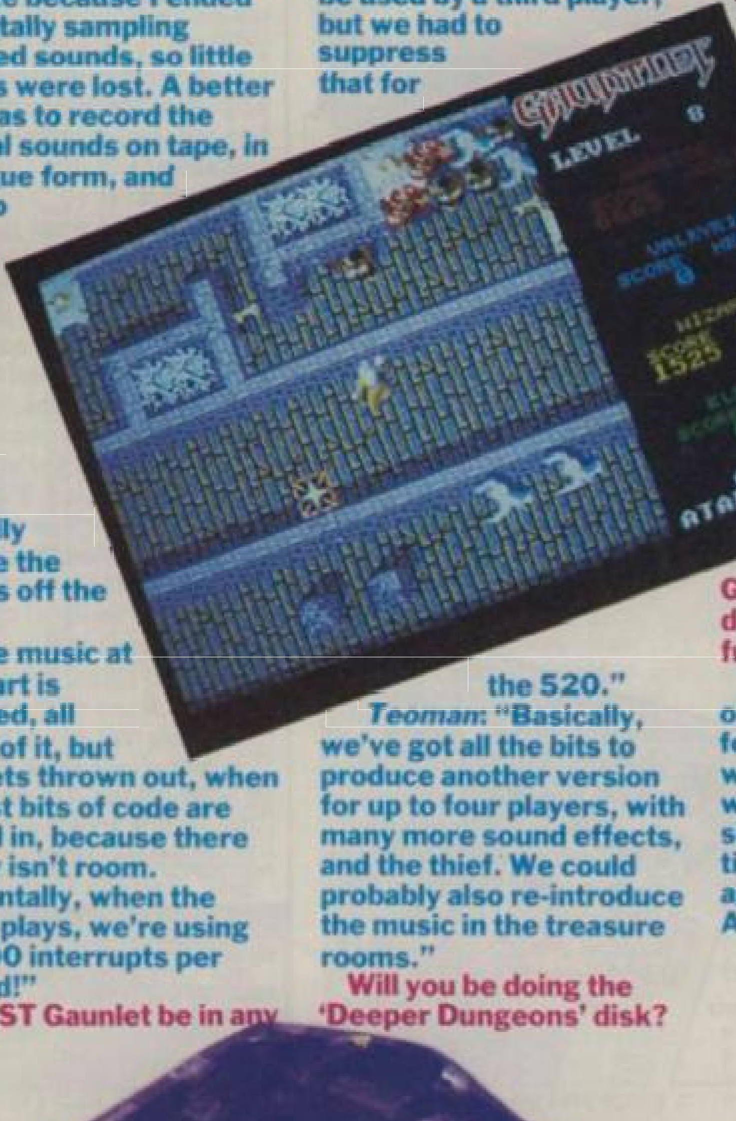
Teoman: "Zork 1 which, for me, epitomises the Infocom approach where every last detail fits together."

Graham: "Definitely *Star Raiders* for the 8-bit Atari range, it's the definitive game. Unfortunately the ST version is sadly lacking in the gameplay which makes the original so great."

Apart from Deeper Dungeons disks, and the possibility of an Amiga version of Gaunlet, what other plans do you have for the future?

Teoman: "We're working on a new arcade game, also for the ST, called Bushido which is Japanese for 'the way of war making'. It should be finished some time in the autumn and will again be published by Adventure Soft.





GAUNTLET
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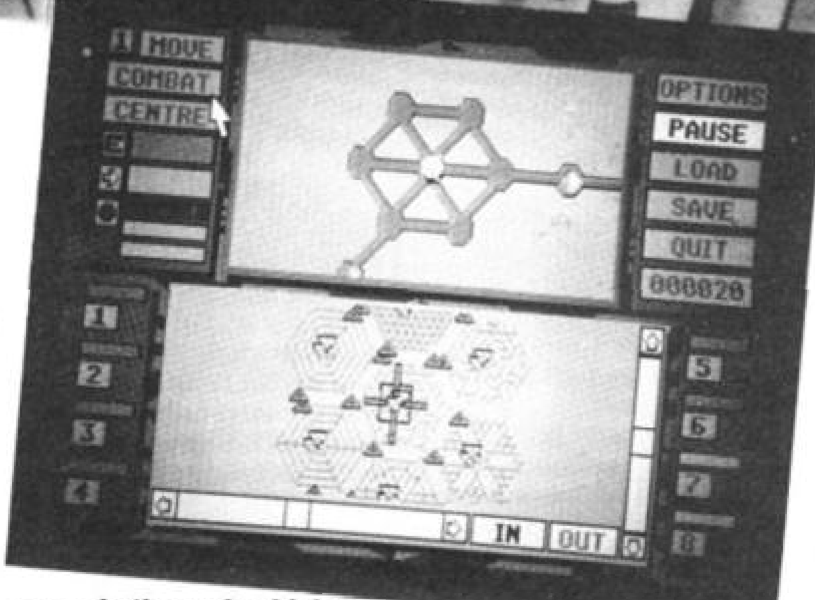


- TRACKER
- SUPPLIER: RAINBIRD
- PRICE: £24.99

Trumbel Bullard had a big problem. He needs somebody young and attractive to die while playing *Tracker*, otherwise the telecast ratings would surely dip below seventy percent for the fourth successive week, causing all advertising revenues from the Fringe Worlds Federation to be lost. The Imperial Prator would not be pleased!.

You are Tallis, a female Novenian with a mission, and just what Bullard has been looking for, or so he thinks. Since their abortive attempt to destroy the Stargliders on Novenia, the Ergons have been the race most feared by the Novenians.

***Tracker*, the computer game, begins as you're about to take on the might of Centrepoint. Your Skimmer's display shows a plan view of the seven interconnected hexagonal sectors that make up the 'playing arena'. The Centrepoint computer sticks out like an ugly growth in the centre of the central sector. Each sector is made up of numerous maze-like trackways which are connected by 'nodes'.**

Above the Skimmer's cockpit displays, you can see out onto the trackway or node through which your flying.

As you get further into *Tracker* it becomes clear that an immense amount of thought and planning went into the ST version to carefully balance all the game variables enabling you to play hundreds of games, each completely different from the last.

If you're after a first rate strategy/arcade game which can be played in colour or on a monochrome monitor, and cracked using countless different strategies, all of them hard to pull off, then make tracks for this one.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	10
▶ PLAYABILITY	8

Crystal Castles

- TITLE: CRYSTAL CASTLES
- SUPPLIER: ATARI
- PRICE: £24.95

The June issue of C+VG carried an interview with various Atari dignitaries who revealed the company's plans to re-launch a much better version of Atarisoft.

Well the first batch of Atarisoft ST releases has hit the streets and, predictably, they contain a number of veteran titles, including *Joust, Star Raiders,* and that highly addictive evergreen — *Crystal Castles.*

If you've been orbiting the earth in Intell-sat or pot-holing in Cheddar Gorge for the last three years, you could be forgiven for never having heard of *Crystal Castles.* So, for astronauts and cavers everywhere, here goes!

You play Bentley Bear as he tries to escape the endless maze of alleys, lifts, and stairways that make up the Crystal Castles.

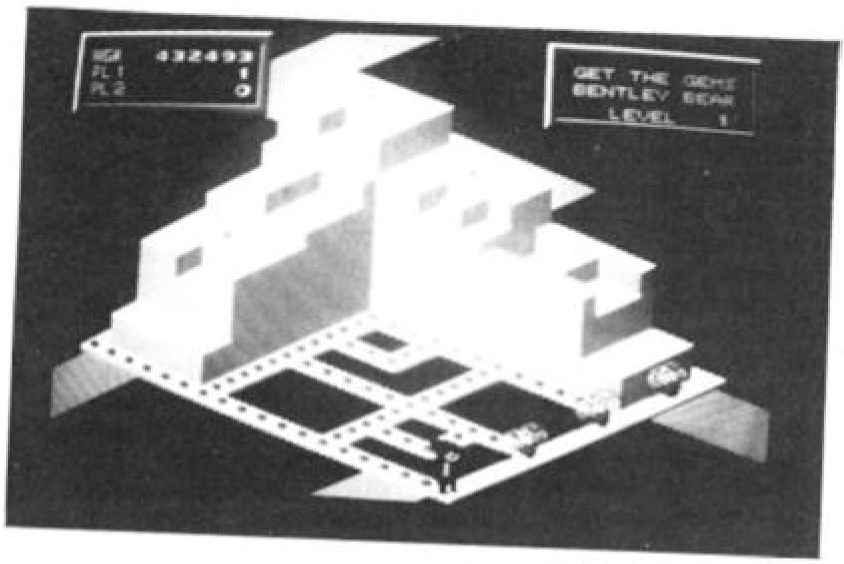
The only good thing about these castles is that they're enchanted, being covered with glistening gems and, even more exciting for a hungry bear, large pots of honey!

Not surprisingly, Bentley is being chased by various gem guardians including crystal balls, nasty trees, gem eaters, ghosts, skeletons, swarms of bees (really after the honey — but you'll do), and worst of all — the evil witch Bethilda with her deadly steaming cauldron, just big enough to make broiled bear.

Before Bentley can escape, he must pick up every gem in each of the 37 castles in the game. This he does by running over them — rather like in a 3D version of *Pacman*! The first nine levels each contain four castles. The final castle, level ten, is the most hairy one of them all. Luckily, strategically placed 'warp doors' mercifully let you skip levels.

Bentley can be controlled with either joystick or mouse (the original coin-op used a track-ball), and pressing fire allows you to jump any nasties that may be after your hide. Jumping trees stuns them but they recover after a few seconds. But gem eaters aren't so lucky, because you can turn them to dust if you jump over them while they're actually eating.

This version of *Crystal Castles* has been programmed by Hungary's Andromeda Software, and an excellent job they've done of it too. It has excellent sound effects, sprite animation, choice and use of colours, and all the playability of the original coin-op. ST *Crystal Castles* is as addictive as ever and shouldn't be missed by any self-respecting ST arcade freak.



▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	9
▶ PLAYABILITY	10

Xevious

- ▶ TITLE: XEVIOUS
- ▶ SUPPLIER: US GOLD
- ▶ PRICE: £24.99

There isn't much point in regurgitating the scenario of this one, if you've never heard of *Xevious* then I hope you had a good stay on Saturn. So has the ST version of the coin-op classic been worth the wait?

Well, there are two kinds of conversion. Those that are identical to the original, ST *Arkanoid* for example — possibly the most perfect conversion ever. Then there are those that, due to technical restrictions, attempt to recreate the atmosphere, gameplay etc, of the original without being a pixel perfect carbon copy.

Most conversions fall into the latter category, which sadly is very much the case here. Sad because one is left with the impression that the programmers have been less than diligent in their attempts to recreate the colour, gameplay, and the generally frenetic atmosphere responsible for the original *Xevious* success.

The main offenders are airborne targets and bullets that are insipid in colour and therefore difficult to see against a rather disappointing background.

Also, why discriminate against people who prefer the mouse? It would have taken no time at all to include a mouse control option making use of both the buttons, one for shooting, the other for bombing.

Although fun to play for a while, *Xevious* is an altogether rather flat experience, lacking the punch and addictive qualities of the original game.

▶ GRAPHICS	5
▶ SOUND	6
▶ VALUE	5
▶ PLAYABILITY	6

Airball

- ▶ TITLE: AIRBALL
- ▶ SUPPLIER: MICRODEAL
- ▶ PRICE: £24.95

"OK" said the wizard, "get this! You've really had it this time because I'm turning you into a ball. And not just any ball . . . no, a ball with a skin so thin that it will burst at the slightest contact with anything sharp." You try and imagine what he would have done if he'd been really angry.

You begin contemplating your fate when the wizard starts off again with what you desperately hope is his finale . . . "and worst of all" he raves, "you have a slow puncture so you'll need to keep pumping yourself up. Of course, if you stay on a pump too long you'll burst!"

The game starts in a beautifully designed square room with you, a flimsy ball, resting on a pump. A scroll bar along the bottom of the screen shows you pressure rising as the pump does its job. Jump off too soon and you run out of puff before making it to the next pump. Too late and you burst like a balloon, leaving you a limp heap on the floor.

Having jumped off the pump, you can go off exploring through any of the four doors in the first pump room. Two things become obvious almost immediately. Firstly, a map will come in very handy. Secondly, the graphic design of the rooms is quite breathtaking!

One lovely touch, that may not be appreciated by people with old TVs, can been seen in a group of locations to the west of the first pump room. When first entering this part of the castle, you could be forgiven for thinking the game had crashed. But look more carefully and you'll see that, in fact, you're outside and it's the dead of night. The view is similar to that of a dark night-club decorated with fluorescent paint.

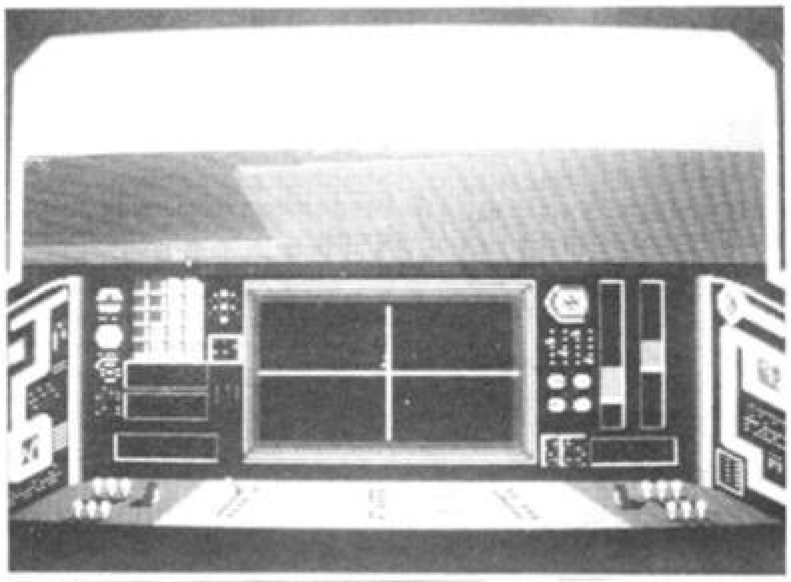
Dotted around the place are crosses, tins of beans, a Buddah, a statue of a dragon, a pumpkin and crates needed to clear other obstacles. Having spent hours playing the pre-production sample rushed, at great expense, to *C+VG*'s offices, we still haven't found any objects to pick up but we're still in there trying!

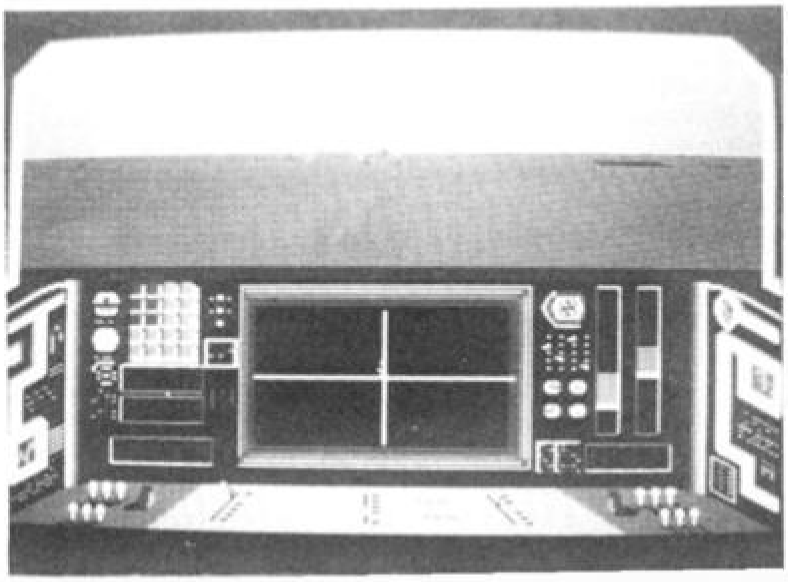
In most cases, getting from one room to the next is more a case of accurate joystick or mouse control, rather than the solution of complicated logic problems. so, if you're expecting another *Batman* or *Head over Heels*, forget it. *Airball* is not that deep. It is, however, an impeccably coded and highly playable game that sets a high standard other companies will have to beat.

With titles like this appearing now, imagine the treats we're in for when programmers really get to grips with the ST! After all, the Spectrum had been around three years before *Knightlore* stunned us all. *Airball* has appeared a little more than a year after the launch of the ST.

Airball is the first isometric arcade adventure, written specially for the ST, and has hit written all over it! If this is the standard we can expect of such games in the future, then form a queue . . . behind me!

▶ GRAPHICS	10
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	10





Outcast

- TITLE: OUTCAST
- SUPPLIER: MASTERTRONIC
- PRICE: £9.99

Mastertronic is yet another recent entrant into the ST arena, firstly with *Ninja*, and now with *Outcast*, an air-to-air blast, rather like a futurisitc *Skyfox* (see Feb '87 issue).

The action takes place in the Magellian Cluster which is under the control of a semi-mechanical insectoid race known as 'The Mind'. The scenario and game instructions, although a little on the epic side, are neatly combined into a briefing document.

The document explains that you have been sent a simulation disk which exactly recreates a 'Mind' offensive on three pyramid bases on the renegade Gyran's home planet. Your aim, as always, is to defend the bases by destroying each successive wave of the 'Mind's' offensive.

The game begins with you flying over the surface of the planet, viewed through the top half of the screen which gives you a pilot's eye view of the proceedings. Cockpit displays flash information on shields, energy, kill percentage, heading, altitude, and speed, as well as telling you how many insectoids are remaining.

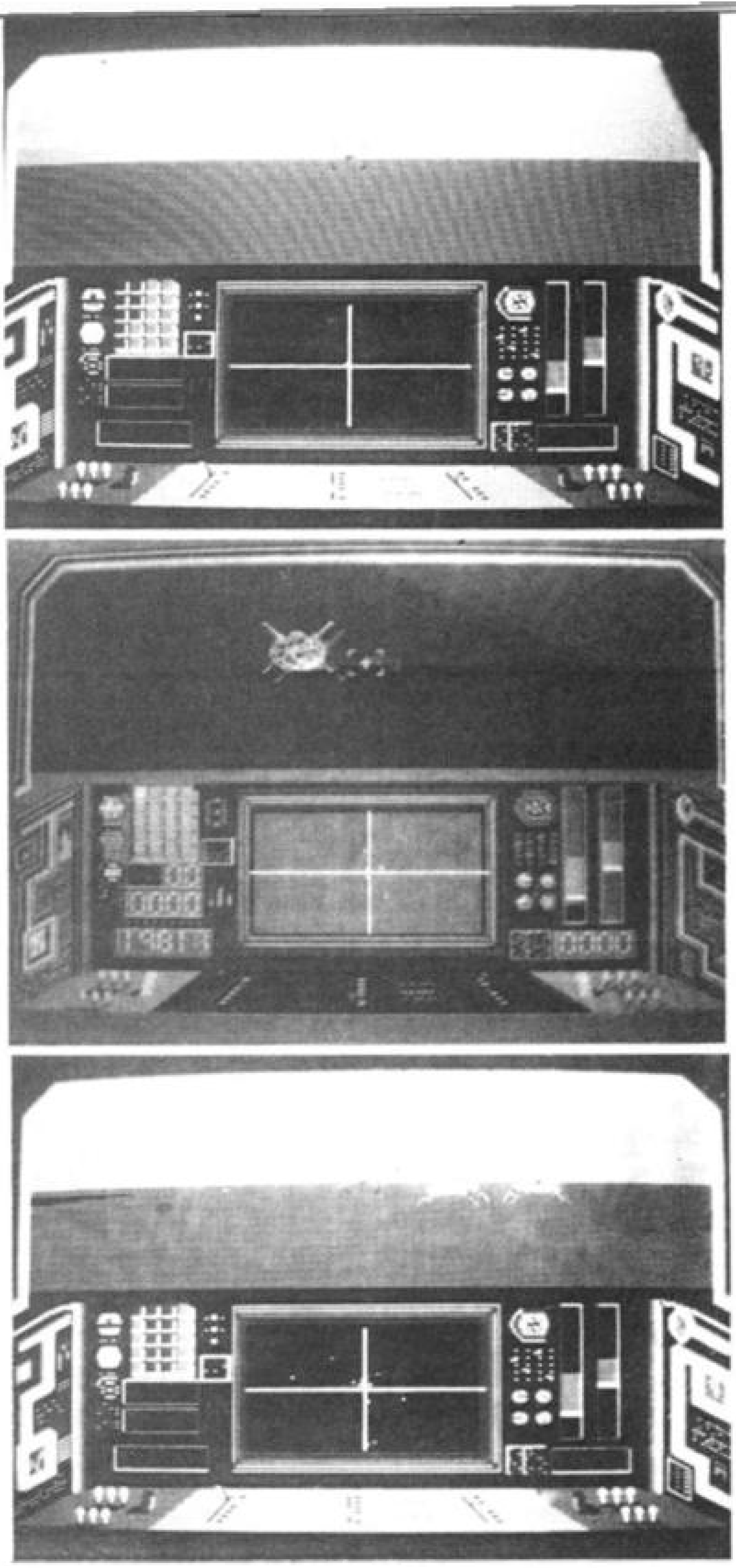
In the centre of the cockpit is the map or scanner display which shows enemy activity in scanner mode, and the whole game arena in map mode. Map mode is also used to set hyperspace co-ordinates.

In scanner mode, three of the four types of enemy, Seekers, Swarmers, and Seigers, are shown in different colours. At least you know what kind of alien is trying to kill you then. The fourth, and most deadly brand of insectoid, known as the stingers, don't show up on the scanner at all, and are monstrously tricky to destroy.

The game itself involves you flying around the place, protecting your three bases, docking with them for repairs and extra energy when necessary, and generally blasting anything that moves.

The screen handling gets a little slow when there's a lot happening at once, but apart from that, and considering the price, *Outcast* is a reasonably blast and well worth the money.

▶ GRAPHICS	7
▶ SOUND	6
▶ VALUE	9
▶ PLAYABILITY	7



Leaderboard

- TITLE: LEADERBOARD TOURNAMENT
- SUPPLIER: ACCESS/US GOLD
- PRICE: £24.95

Access software, via US Gold, has released a further four courses for use with their very excellent golf game, *Leaderboard*. But, be warned, anybody looking for an easy round can forget it, because these are real meanies.

Two of the four courses look like the Norfolk broards, while the other two have so many bunkers, you could be forgiven for thinking you were having a quick round with a bunch of desert natives.

Many of the holes have blind greens, often with the pin awkwardly placed, there are also many more trees than on the original courses. Several holes can only be parred with large dollops of fade or draw (that's slicing and hooking on purpose, in non-golfing jargon), making aiming and shot-playing far more of a challenge.

You need the original *Leaderboard* game disk to play on the *Tournament* courses, so if you're a Leaderboardless ST user, here's a double excuse to *drive* down to your local shop and put one in your pocket — it'll go a *fairway* to keeping you occupied for ages.

- GRAPHICS: N/A (USES ORIGINAL LEADERBOARD GRAPHICS)
- SOUND: N/A
- VALUE: 10
- PLAYABILITY: N/A

MICROSELL

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Wiz

We're off to see the wizard, the wonderful wizard of . . . well, not Oz, but the equally wonderful wizard of Wizworld. Sensible Software is the design team behind this Ocean game and graphics ace John Hare and code magician Chris Yates have conjured up these hints to help you bring a little colour back into the world

the story

Welcome to Wizworld, land of brilliant colour where it's all things sprite and beautiful. Living in this spectacular spectrum are the Wiz and his cat.

But after many year of happiness a dark shadow has fallen across Wizworld. The evil Zark and his dark sprites have sucked away all the colour from the landscape, turning it all drab and grey.

For Wiz things have gone beyond the pale and so with his servant Catelite, he vows to lift the darkness and restore colour to the world.

game play

Wizworld's landscapes were originally made up of three colours — red, green and blue. To restore these hues you must shoot colour bubbles. As the bubbles explode droplets of colour fall towards the ground. The cat must collect these before they hit the dirt.

The droplets are stored in three cauldrons at the bottom of the screen. A fourth cauldron shows the target colour to be obtained.

When certain aliens are zapped they deposit a green pearl. If Wizball passes over it enables him to access the icons at the top of the screen. The more pearls collected increases the choice of icons, which give Wizball extra powers and abilities.

At the start of the game you will have access to the first three levels which must be completed before you can progress to the next section.

These three levels will have aliens on and each has a different colour, red, green and blue.

options

Up to four people can play Wizball using two joysticks and the keyboard. The permutations are:

One player — controls both Wizball and Catelite.

Two player — each takes alternate turns.

Two player team — Wiz and Cat controlled separately, but playing together.

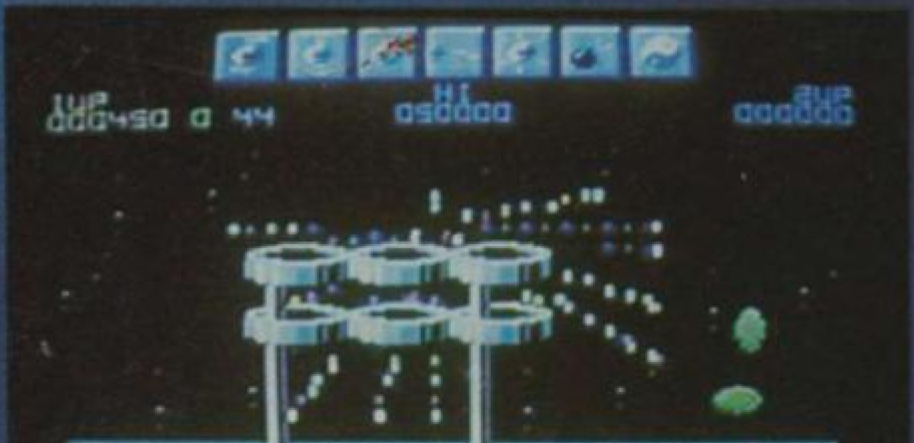
Three player — one team versus one player on alternate goes.

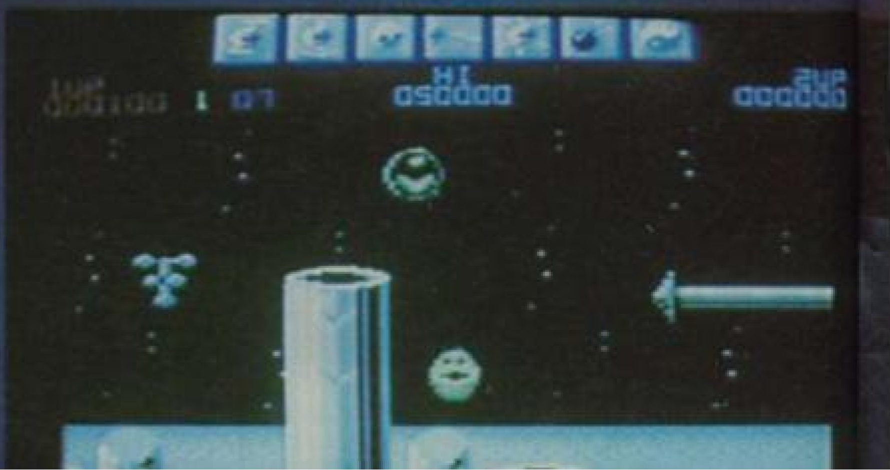
Four player — two teams on alternate goes.

icons

The seven icons become available depending how many green pearls are collected. The icons are:

- **Thrust and Anti-Grav** — thrust give more control over the Wizball, allowing more left and right movement. Anti-Grav stops Wizball's continual bouncing.
- **Beam and Double** — Supa-beam weapon gives Wizball extra knockout capabilities and Double gives Wizball and Cat automatic two directional firepower.
- **Catelite** — gives Wizball a new cat.
- **Blazers** — super firepower for both Wizball and Cat. But use sparingly.
- **Wiz Spray and Cat Spray** — the spray protects both Wizball and Cat. But they cannot use the spray at the same time.
- **Smart Bomb** — kills every sprite in sight.
- **Shields** — limited protection for both the Wizball and Cat.





zball players guide

the tips

- Take it easy at first. Remember you cannot control the Wizball's movement in the air until you have selected the first icon. Practice getting different levels of spin on the Wizball. It is possible to get 12 different spins on the ball, varying from slight to hard.
- The first icons to select are the two movement controls, otherwise you will find the rest of the game a little tricky.
- Also select the movement controls as your first two permanent weapons in the Wizlab.
- Remember Catelites are expendable. A cat has nine lives and is replacable when finally killed. Always sacrifice a cat life as opposed to the life of Wizball.

The cat should be used to attack and the Wizball to navigate and keep out of trouble. If the Wizball is hidden below the horizon, it becomes immune from enemy bullets. Use this aspect of the gameplay wisely, it is essential in later levels.

- As soon as is possible, select the Cat spray as he is the most effective aggressor.
- Defend the Wizball in the bonus screen by orbiting the cat around him and firing like crazy.

bonus screen

- Keep on collecting pearls on the bonus screen and select shields as often as is possible.
- Remember there are two extra lives to be gained every bonus screen if you just keep your cool.

colouring

- You can either play the game by carefully collecting different colours for specific levels or you can shoot anything and collect colours willy nilly. Both methods are effective but remember, after every level is completed and coloured in, a bonus of 7000 points awarded.
- Take into account the fact that it is much easier to collect a colour on a lower level number. Level one is easier than level four etc. If you complete level two and three first, using level one to collect the red droplets and then complete level one you will zap straight onto levels four, five and six.

colour droplets

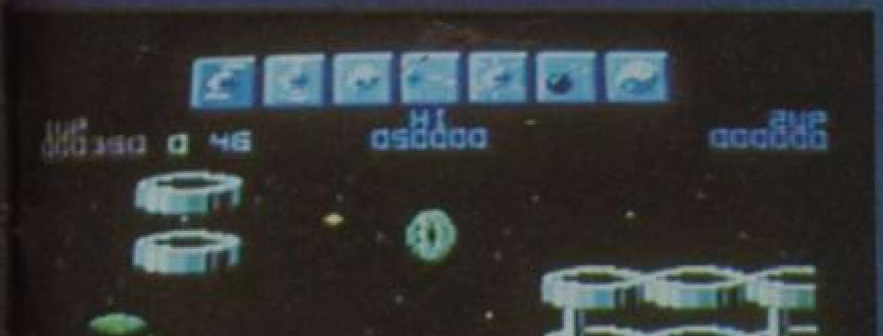
- Avoid black, light blue and magenta droplets at all costs. If you pick up a black droplet try to get to the level with the fewest aliens left in the attack wave. When any attack wave is reduced to zero, your sight will be restored.
- Never get a magenta droplet follwed by a grey one. This will give you a very bad headache.
- Always go for the grey and white droplets, don't hesitate. Kill gramags to get there.

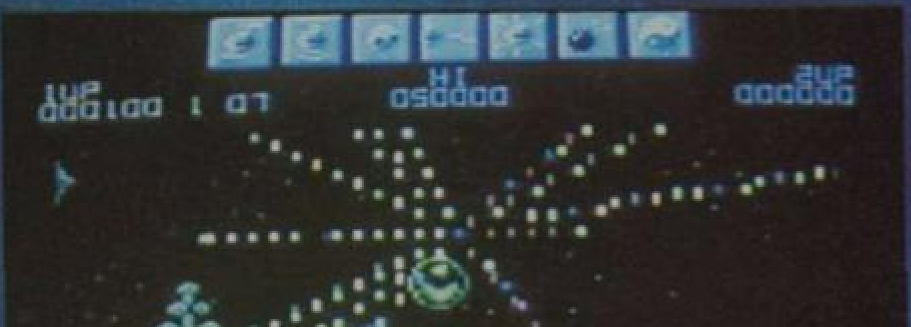
extras

- If there are only one or two aliens left in the attack wave, don't despair, scour the landscape until they appear. They are probably just frightened.
- The only upwards entrance from level two to three is on the extreme left of the level. Note the arrows in the landscape carefully.
- If you don't need a colour, go for it anyway. It could come in very handy later.
- Don't let the police scare you. Keep your cool.
- The rocks on the bonus screen cannot be killed, just parry.

selection

1 Thrust
2 Anti Grav
3 Beam
4 Cat
5 Wiz Spray
6 Cat Spray
7 Lazers
8 Some people like double and others don't, use your own discretion.
9 With this complete set up, carry on selecting shield again and again and again.
10 Smart Bomb is is a real killer.





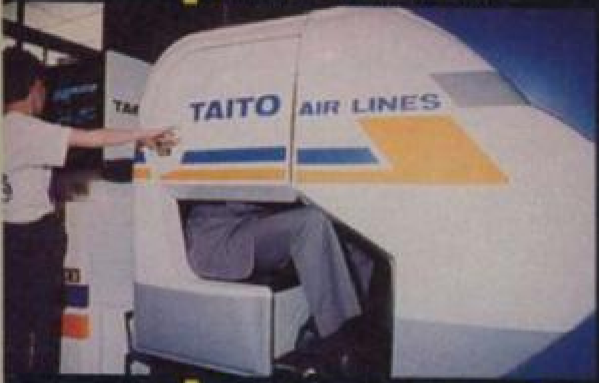
ARCA

Clare "Queen of the Arcades" Edgeley samples the good, the bad and the . . . well, awful . . . of the latest coin-ops. Find out if R-Type is her type and if 1943 is really the year in which the Editor was born.

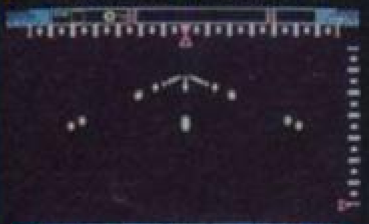
● GAMES GALORE

Last month, Electocoin, coin-op distributor and manufacturer, held an opening day for its new premises in West London, and on show was a magnificent array of new games — some brilliant, others truly awful.

My pick of the month went to Irem's *R-Type*, a *Nemesis* clone which is fast, addictive and tremendously playable. Others that I enjoyed were *1943* and *Battlantis*, and a report on these three follows.



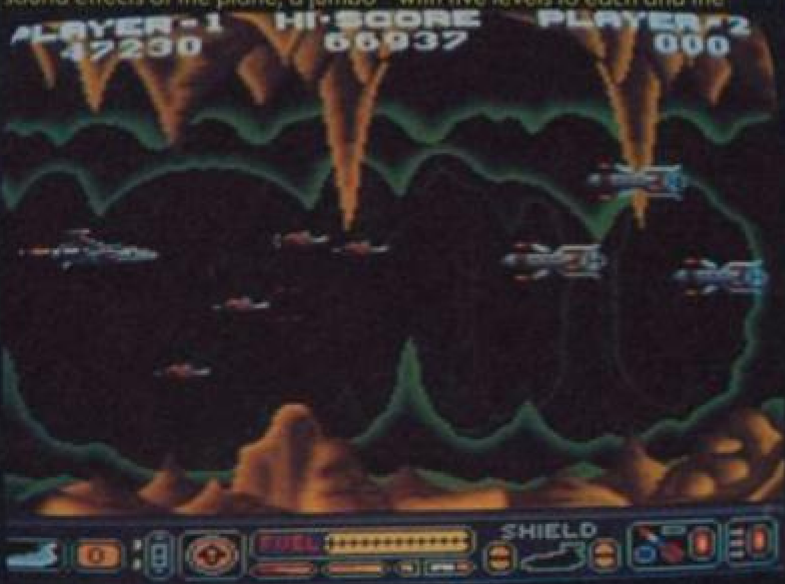
▲ MIDNIGHT LANDING ▼



One product — you could hardly call it a game — deserves a mention and that is Taito's *Midnight Landing*. Housed in a massive simulator — about ten feet long by four feet wide — *Midnight Landing* is an impressive aircraft landing simulator. You've got a choice of eight cities and different planes, and at each you have to approach the runway and touch down safely.

Although the hydraulics weren't in operation when I tried out the simulator, I imagine the ride would be doubly as impressive. You have to climb into the cockpit, shut the door, and then when you're enclosed in darkness, take control of the aircraft. Instructions are called out to you, telling you when to drop your speed or lower the nose of the plane and all the time the runway lights get clearer and clearer. You're flying on instruments as it's midnight and pitch black outside and this enhances the realism. "Warning! Throttle down, throttle down" come through the intercom as I overshot the runway and ploughed into whatever lay beyond. A total failure! If you are successful, the sound effects of the plane, a jumbo in this case, coming into land are fantastic. A screen on the outside shows the whole world just how good or bad you are — a necessary extra as once the cockpit door is shut, nobody can see how you're doing inside. It's a fantastic machine, but I don't know how well it'll take in the arcades. And it's not cheap either — a snip at around £10,000.

Rockford from Mastertronic's new coin-op label, Arcadia, was also on show and is little more than average. Based on the original game Rockford from First Star you take the part of a little character digging around for gems and other trophies. The game has a strong puzzle element, in that you've got to work out how to get the gems without getting squashed by rocks and boulders which hang precariously above you, and should you knock away the supporting earth, the rocks come tumbling down.



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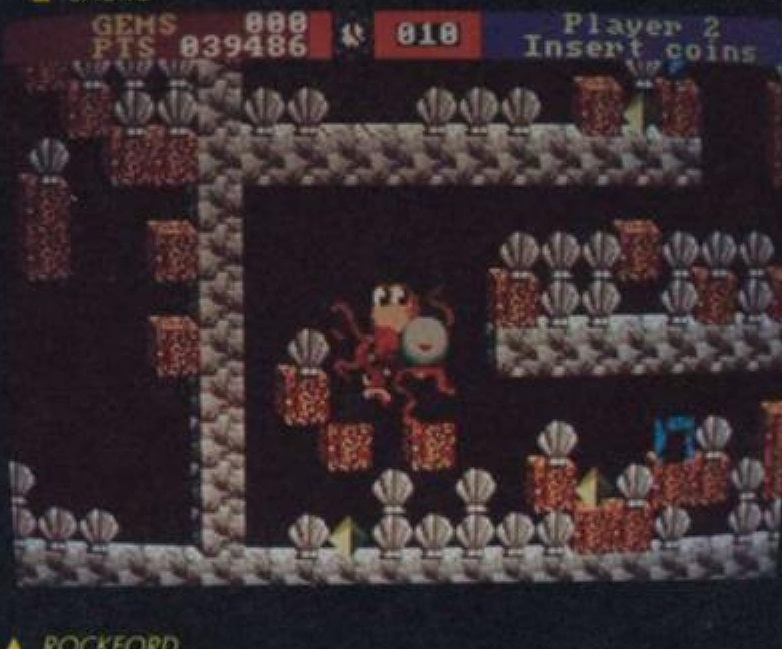
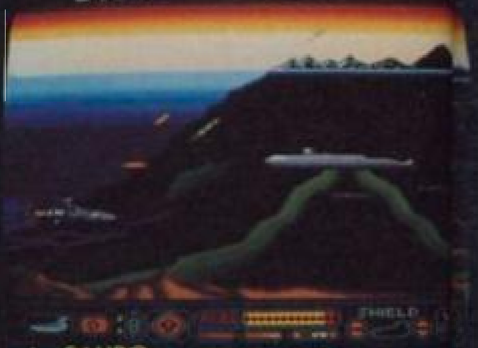


▲ ROCKFORD

There are nine game scenarios with five levels to each and the graphics, objects to collect and nasties change with each scenario. The graphics, objects to collect and nasties change with each scenario. The graphics are nothing to write home about, and though the puzzles are fun, *Rockford* is not a game I'd spend much time on.

Sauro from Tecfri is another *Defender* clone, though this time you have to fly a craft through the ocean, firing at ships overhead, dodging depth charges and the like from above and at the same time avoiding enemy fire from gun emplacements on the seabed. Your firebuttons allow you to shoot diagonally upwards and straight ahead, though if you want to deal with the guns you have to fly at ground level, taking care not to crash into the hilly terrain.



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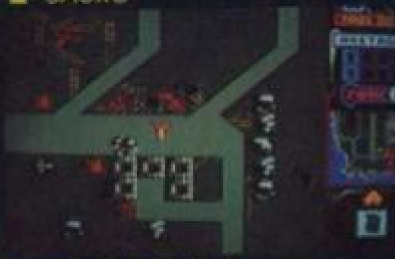


▲ RESCUE RAIDERS

Submarines, homing missiles, caves full of stalagmites and stalactites are just some of the problems you'll encounter. The graphics are quiet good, but the game itself isn't a patch on *R-Type* or even *Defender*.

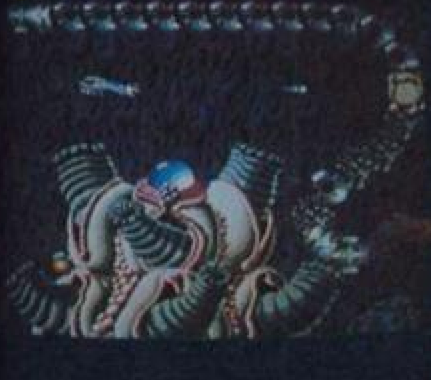
Rescue Raider from Bally/Midway is just awful. You've got to fly into enemy territory and rescue a bunch of hostages. Joystick control is unusual — you've got two joysticks, one controlling direction and the other controlling the gun on top of your crat. Rotate the right joystick and the gun turret will rotate 360 degrees The graphics are apalling, and play isn't much better. A rather confusing panel, divided into four, at the side of the screen, shows sections of the area you're flying through, where the hostages are and so on.

▶ R TYPE

First there was **Defender**, then **Nemesis**, then **Salamander** and now another spin-off is about to hit the streets . . . **R-Type** from Irem Corporation is, if possible, even more playable than its best selling predecessors.

Fast, with fabulous graphics and non-stop action, **R-Type** offers you the chance to blast away to your heart's content and throws in a few tactical brainteasers too. As in all games of this genre, you have to fly from left to right down a passage and make your way past the monstrous guardian at the end of each section. To destroy these beasts you'll need much cunning and patience to find the weak spots in their armour. Many shots are needed and it'll help if you collect some additional weapons first.

Extra fire power comes in the shape of a metallic ball which fits neatly onto the nose of your craft and which spits out a variety of laser bolts in different directions. Other add-ons can be picked up to further enhance the ball's arsenal of lasers. To find a ball, you will need to shoot a peaceful species of ground hopping alien which leaves behind it a gem. Pick up the gem and immediately a metal sphere will appear travelling in the same direction as your craft and firing away under its own momentum. It can be collected when it slows down.



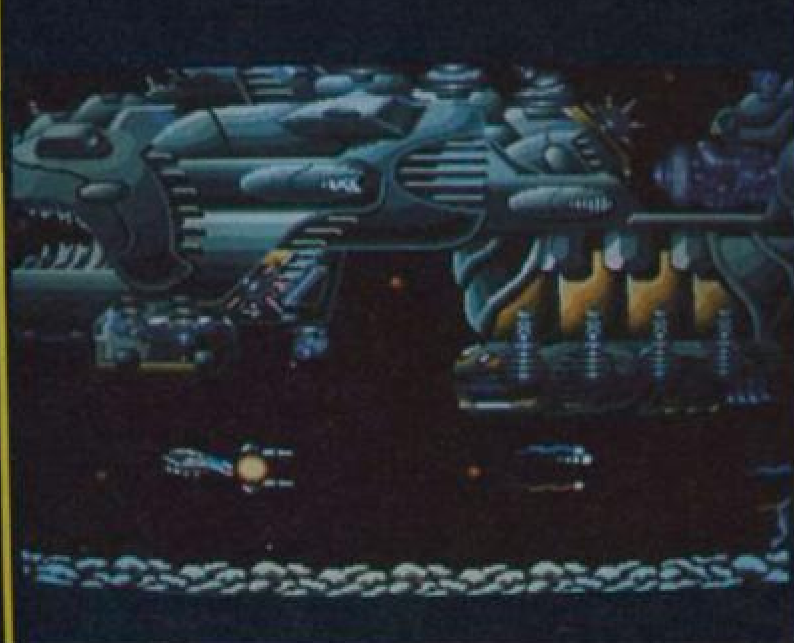
Your own lasers are by no means defunct and the response of firing when flicking the firebutton is very fast, giving you a constant stream of lethal laser bolts. Hold down the fire button and a plasma ball is launched with devastating destructive power.

As well as stationary ground and ceiling gun emplacements, a host of formation flying aliens swirl, coil and launch themselves at your craft. Position yourself carefully and you should be able to take most of these out with little trouble. However, as the game hots up, several groups of aliens tend to attack at once giving you no chance for a well earned breather.

Shields and other extras can be picked up by flying over the relevant letters, 's' for example, as they float past. Collecting them can be a bit of a pain as you have to position your craft for the pick-up while dodging enemy plasma balls which fill the screen in frightening numbers.

Other than the incredibly addictive nature of the game, the stunning graphics will take your breath away. They are far larger than those in other similar games, and are highly imaginative and very colourful. The monsters at the end of each level, in particular, have obviously been created by a master. Their movement patterns are complex and killing them is going to cause a lot of trouble before you get it right. One of these guardians, coils in and out of a massive bloated cocoon, appearing from one, unwinding its slithery length and disappearing for an instant into another hold, only to re-emerge a moment later, apparently unharmed by the blasting you've just given it.

R-Type has got to be my Game of the Month for speed and addictiveness.



▶ 1943

Fans of **1941** and **1942** will be pleased to hear of Capcom's latest release — predictably **1943**!

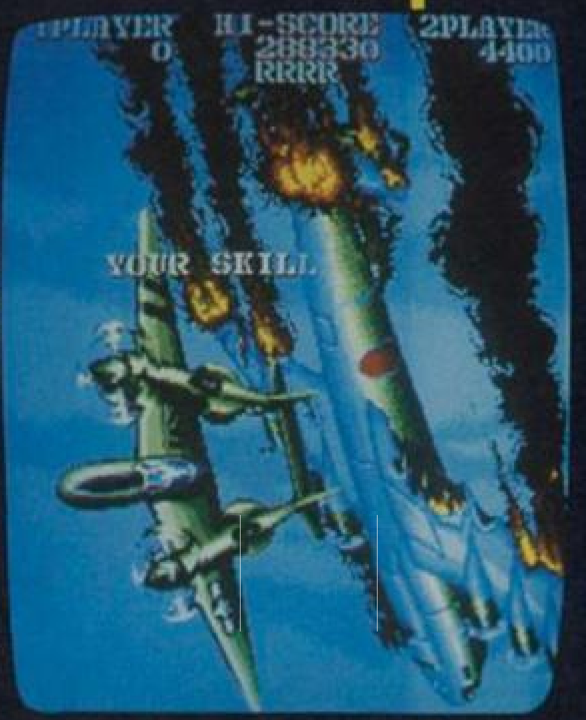
A revamped version of **1942**, **1943** has you flying a single plane over the battle-torn fields and oceans of hostile territory, taking on the full might of the enemy with absolutely no other support from your own side. You're on your own, and only by some nifty flying and firing will you come out on top, having blown to bits, squadrons on enemy fighters, fleets of battle cruisers and countless tanks and gun emplacements.

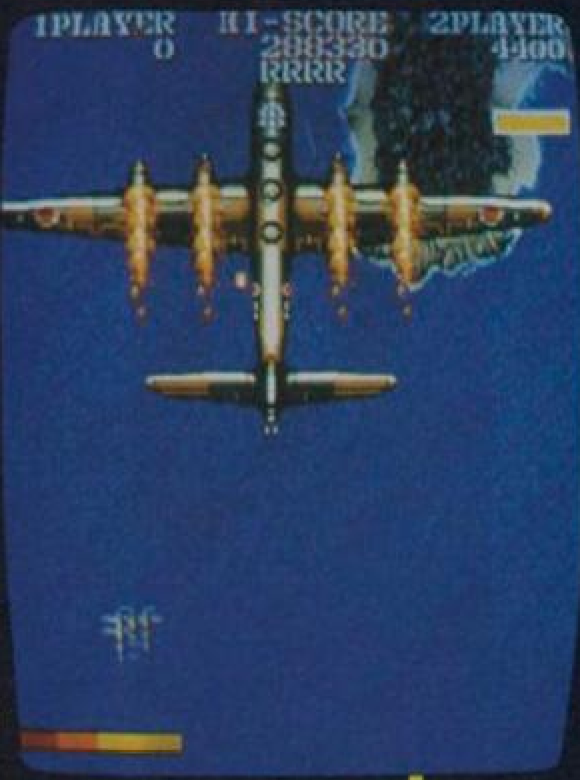
As you can guess, the action's non-stop and very exciting. Extra weapons can be picked up by flying over POW symbols and the like. These give your plane a real boost and incude such goodies as a three-way shotgun, rapid fire gun, starfire, supershell — all of which have the uses when blasting at targets on the ground and sea.

I thoroughly enjoyed playing **1943** — darting through squadrons of fighters, dodging anti-aircraft fire, spending more time and bullets on larger enemy planes which have to be shot several times before they disappear in a ball of flame, then meeting battle cruisers head-on while all the time looking over my shoulder for the planes creeping up from behind. The cruisers take some beating, huge ships with dozens of gun turrets flanking both port and starboard sides. Each gun turret has to be bombed to render the ship harmless. Great fun.

The graphics are colourful, the background scenery constantly changes and the action doesn't let up for a second. In fact, when it gets too much, and if you've collected the right weapons, a flick of the second fire button causes sheets of fork lightning to spear the screen, taking out any enemy craft it happens to touch. Then there are the energy bomb causing energy waves to flood the screen, destroying everything in sight.

1943 is a two player game, and instead of losing a life when you're shot, you lose energy — this give you far more time in the air than if you died the instant you were hit. A much better idea. Also, if you do die, your replacement aircraft starts at the point you were killed — you're not forced back to the beginning of that section. These small improvements make for a much better game, even though it's played in much the same way as its predecessors.





ARCADE ACTION

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ARCADE '87

There are thousands of arcades throughout Britain's cities, towns and seaside resorts. Quite simply, which is the best you've ever played in? We want to know.

The winning arcade will win a wonderful C+VG trophy and the reader who picks the winner will also be in line from for some C+VG goodies.

All you have to do is fill in the form and say in not more than 50 words why you think it's the best arcade. There's no closing date for the competition but we hope to have a winner by the end of the year.

Send your entry form — plus the 50 words — to Britain's Best Arcade, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R.

ARCADE CHAMPIONSHIPS

Call all joystick jockies. There's still time to enter the C+VG Arcade Championships Challenge where we want to find the King of the Joysticks.

Four of the best qualifying contestants will face each other in the ultimate coin-op challenge on the C+VG stand at the Personal Computer World Show in London in September. The winner will take home his very own arcade machine! To enter, all you have all you have to do is enter your highest score on the five qualifying machines printed in the form below and get the whole thing verified by you parents or the owner of the arcade where you play the games. That's the first step on the road to superstardom — but remember if you put fake scores on your entry you could well be found out on the day! So don't delay enter the C+VG Arcade Championship Challenge today! It's your first step on the road to becoming a superstar!Entries to C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

C+VG/ARCADE CHAMPIONSHIP CHALLENGE ENTRY FORM

GAME	BEST SCORE
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● Rastan Saga	
● Pac-Land	
● Nemesis/Salamander	
● Rampage	

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Age __________ Scores verified by: __________

BATTLANTIS

Konami must be running out of ideas — **Battlantis** is **Space Invaders** hyped-up with a few other extras thrown in for good measure.

In fact, Konami has come up with a nice, playable and, dare I say it, addictive game. OK, so **Space Invaders** is old hat, but the new touches add quality and some interesting graphics.

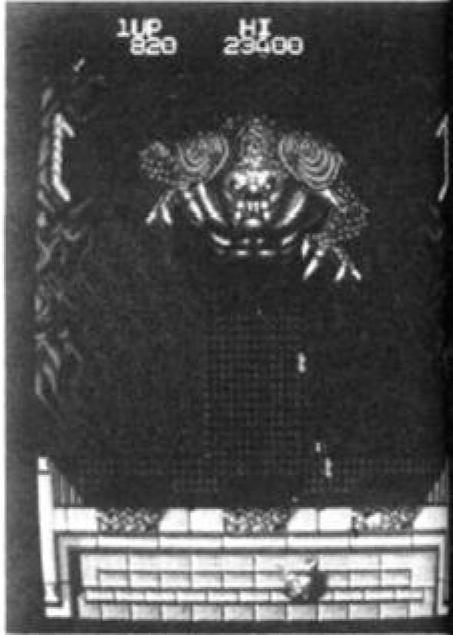
You start off with rows of aliens jigging their way down the screen towards you. You control a cloaked figure at the bottom of the screen running back and forth, using the battlements as refuge spots — exactly the same as those in **Space Invaders**. Shoot through these and they'll eventually crumble — then you're out in the open.

A cart pulling a yellow box with 'P' inscribed on its side trundles across the top of the screen at regular intervals, shoot this to release a fuedal banner which, when caught, gives you additional fire power like a cross bow. Much better than single bullets. All the time the ranks of evil looking warriors descend the screeen. Go for the ones at the bottom because if they reach your walled area, they'll hop over and kill you. Once a warrior has jumped the wall you might as well give up — there's no escape and as you can only shoot vertically, there's nothing you can do to shop him creeping up on you.

Keep your eyes skinned for horned goblins. These run straight down the screen towards you wall with the express intention of climbing over to kill you. If you don't manage to get them on their run down, wait until their hands appear on the top of the wall, then when a head pops up, shoot for all you're worth.

At the end of screen, once you've killed the descending rows of meanies, you'll have to kill a single, armed and very angry goblin to get onto level two. This character chucks burning torches at you and needs a large number of direct hits before he succumbs. His shield deflects some of your shots and as he runs back and forth across the screen he makes a difficult target.

Battlantis is enjoyable if not original and is certainly worth a try.



HIGH SCORES

New high scores are flooding in for C+VG's UK Hall of Fame and we will be publishing an updated list soon.

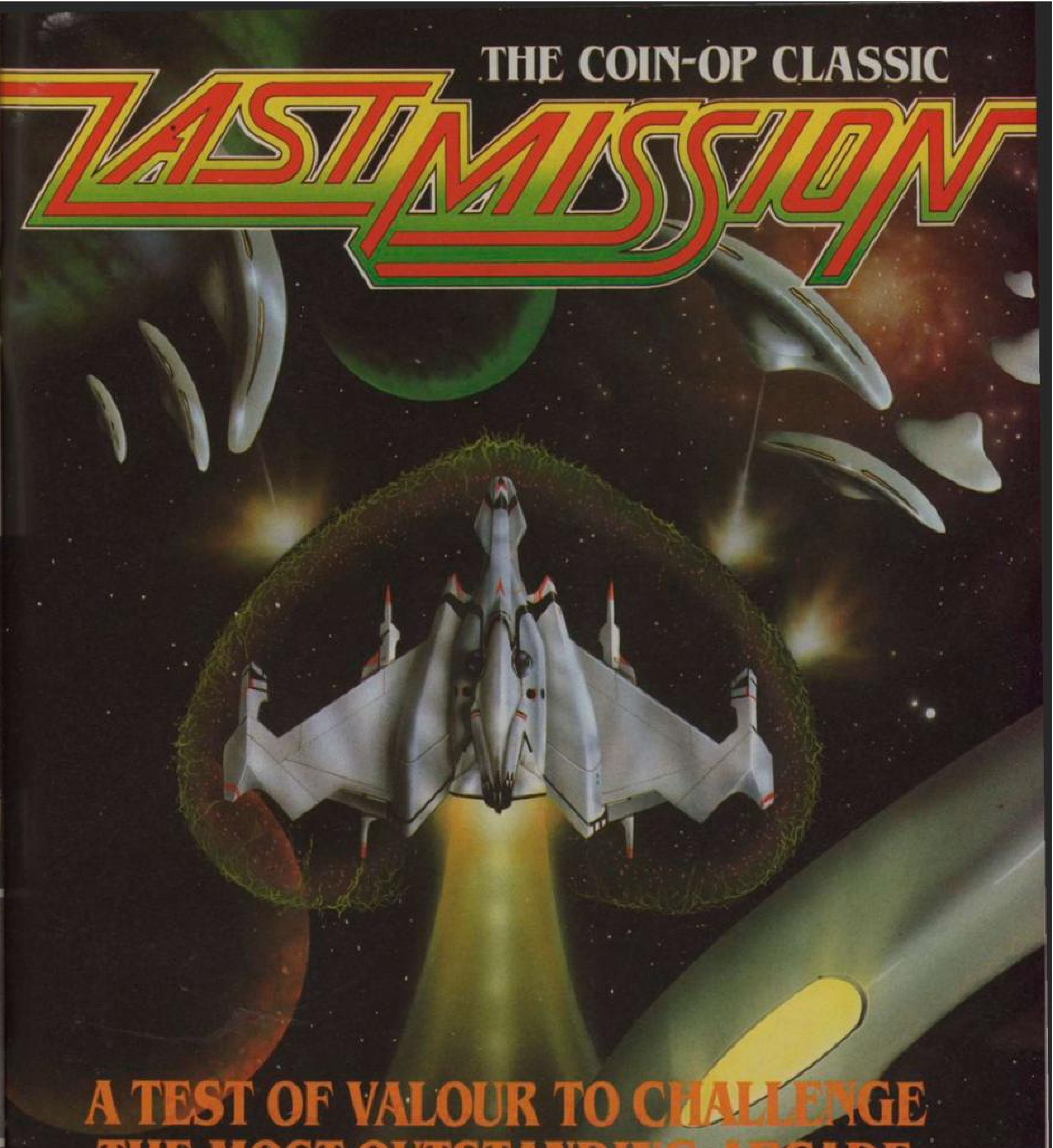
Manager Robert Brown has put up C+VG's high scores on the most popular games and now the local joystick hot shots are going all out to beat them and have their name entered in the UK Hall of Fame.

It's a great idea and a pity other arcades don't do it. If you would like to have your local arcade putting up your top scores, Show them this article and ask if they would like to get in on the action.

Get them to write to C+VG's UK Hall of Fame, Euromax, Bessingby Industrial Estate, Bridligton, North Humberside, YO16 4SJ.

1.	**Bubble Bobble**	Taito
2.	**1942**	Capcom
3.	**Salamander**	Konami
4.	**Wonder Boy**	Sega
5.	**Pacland**	Namco
6.	**Arkanoid**	Taito
8.	**Express Raiders**	Data East
9.	**Rygar**	Techmo
10.	**Green Beret**	Konami

The top ten chart is compiled by Euromax and shows the most popular games natiowide. (and is based on sales over the past three months).



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WARNING: What you are about to read will make you go faint, break out in a cold sweat, go weak at the knees and send you into a mad panic trying to find your programming manuals. It could also seriously improve your bank balance.

If we said there was £10,000 up for grabs if you could write a publishable game would you believe us? Of course you would.

Prism Leisure Corporation — they are the people who now own Addictive Games and Endurance Games — are willing to stump up £10,000 to fund the most mega of C+VG's many mega competitions. And if there are more than two good games, there could be more cash.

The prize money will be split into two — that's £5,000 for the person to write the best game for an 8-bit machine and £5,000 for a 16 bit computer.

So if you own a Spectrum, Commodore, Amstrad, Atari, MSX, BBC, Atari ST, Amiga or a PC, this could be your chance to get in the money.

If you've ever thought you could do better than some of the computer games you've bought, now's the time to prove it.

Your imagination and technical skills will be your only limits. But remember the game — whether arcade, adventure or strategy, must be original, playable and addictive.

Easier said than done. But you can prove us wrong.

The closing date for entries is September 1.

PRISM LEISURE CORPORATION PLC

got the looks I've got the brains
'Let's make lots of money'
Money makes the world go round

so there is no time to waste. It's hoped to announce the two winners at the PCW Show later in the month. But if you haven't managed to finish the programming, just send what you've got together with the finished storyline.

When you've completed the game send it to The Mega Money Competition, Prism Leisure Corporation, 1 Baird Road, Enfield, EN1 1SJ.

The winners will be picked by a panel of three people — one from Prism, one from C+VG and a star name from the computer world.

Don't forget to fill in and send the attached coupon with your entry. If you want your game returned send a stamped addressed envelope.

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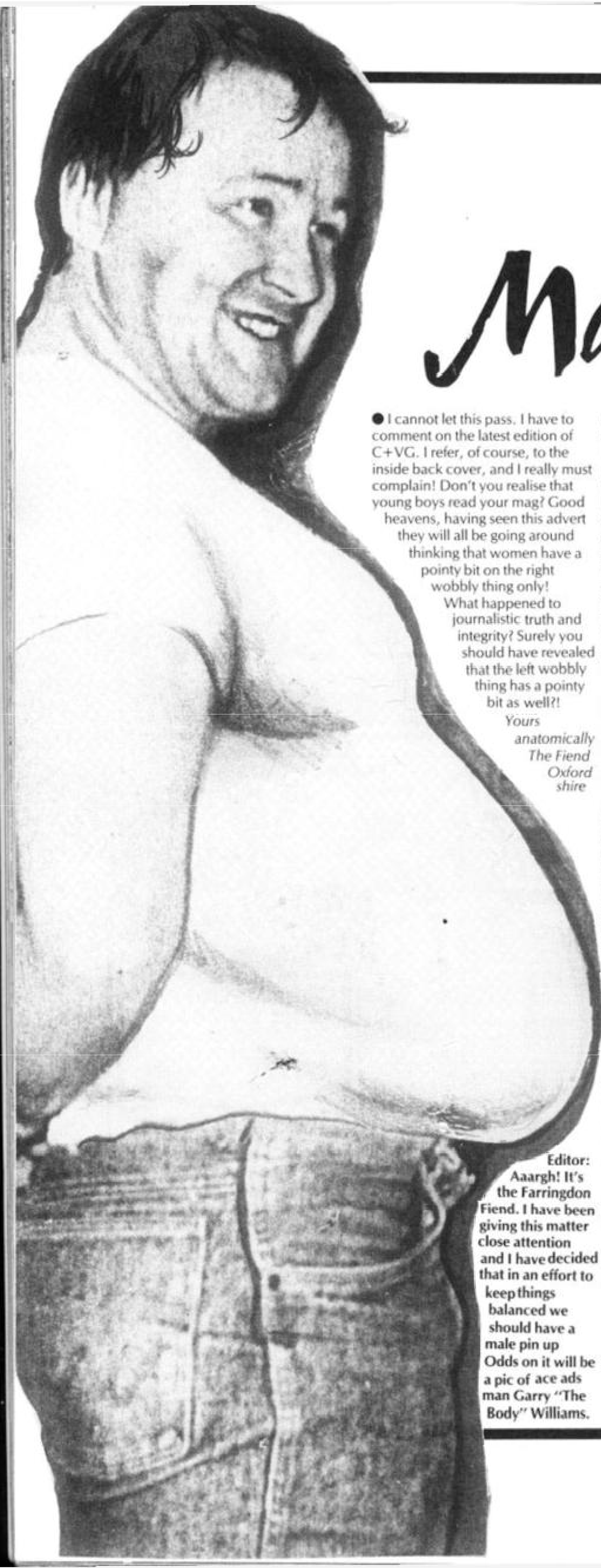

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Mailbag.

● I cannot let this pass. I have to comment on the latest edition of C+VG. I refer, of course, to the inside back cover, and I really must complain! Don't you realise that young boys read your mag? Good heavens, having seen this advert they will all be going around thinking that women have a pointy bit on the right wobbly thing only!

What happened to journalistic truth and integrity? Surely you should have revealed that the left wobbly thing has a pointy bit as well?!

Yours anatomically
The Fiend
Oxfordshire

Editor: Aaargh! It's the Farringdon Fiend. I have been giving this matter close attention and I have decided that in an effort to keep things balanced we should have a male pin up Odds on it will be a pic of ace ads man Garry "The Body" Williams.

● May I tell you how shocked and disgusted I was at seeing the "advert" for *Game Over* (back page, July). Did you need to show what you did? I have always bought and enjoyed your games and have never felt any need for anything like that. So why? Is the game as bad as Friday the 13th, that it needs a publicity stunt as bad as that? While people are striving to make women safer on the streets, it's things like this that wipes it all out. Muggings, etc, are on the rise so things like this stir ideas in the idiots who do this.

Tim, I know that you may need the money, but surely you could be more careful on what you print. If the game is so bad then why bother to put it on the market? Surely the safety of people is more important than a quick profit? It could also make a black mark on younger readers. I know that if you don't print this letter, that you don't care about the consumers' views. Please change the advert.

Gareth Evans 11
Watford

Editor: We take your point, Gareth. But have you checked out your daily paper, any women's magazine or watched any television of late? Compared to that, the Ocean ad is really quite tame.

● The other day there I was, a young man of twenty, picking up a copy of my favourite magazine. While I was waiting to pay, a boy of about nine in front of me, bought the very same magazine. I therefore ask you this question — do you think I am too old to read C+VG. Before answering bear in mind:—

1. I've been reading since the first issue.

2. The wrong answer might mean a diversion of funds into a more macho interest like a Cortina III with GT stripes and furry dice or even pushing back the lagers in the nearest Rose and Crown.

Also, recently I bought a new Enterprise 64 for £40. Which I am very pleased with, but, I need a bit of advice on programming it. Do you know of a user club that I could contact?

I don't suppose you have any Enterprise programs cluttering your office or being used as door stops that could find their way to a loyal — I've got every issue — reader like me, grovel, grovel!

M Wilson
Somerset

Editor: You're never too young or old for C+VG. Hopefully we've enough to keep everybody interested. But a Cortina MK III would definitely be too old for you. We would have spent the £40 you lashed out on the Enterprise on lagers down at the Rose and Crown. We don't have any Enterprise stuff nowadays but if anybody can help M out with an address for a users club, let us know and we'll print the address. The editor is 67¾.

● Hey! That's a heavy metal mag man! I've got a small question for you to put through your data banks. I, at the moment, own a Commodore 64 and I am thinking of selling it and all my software to buy and Atari ST. I was wondering if you could tell me whether the ST would be one of those computers that will become extinct in a year's time. Would I be better off getting an ST or keeping my Commodore? I would be grateful if you could answer this question.

Simon Wilsher.
Cardiff

Editor: All things eventually pass but we reckon the ST is here to stay for a long time.

● Ello Mr Muscley.

Just read July's issue and though it was great, then I came to Mailbag and there're two loonies, one saying that thrash metal is outdated. I wish he'd have written to Kerrang and told them, coz they'd probably sent a lynch mob round.

I think an album review of any kind would be a welcome change for the better, I am as you might have guessed a metal freak but I do think it would be a good idea if you reviewed not just the best music in the world but the poppy stuff as well, just to keep little girlies like Stuart and Ian quiet while they drool over George Michael and Pimply Fred. Mind yous a dose of Marillion and Magnum wouldna go a miss, keep up the good work.

Please say hello to fellow Metalheads Paul, Ricky, Kenny, Yvonne, Alison, Robin, Shiels and the Gilmours and Dez who all live in Kilmarnock, oh and Marcus from Barnsley for being a good mate, from Peter.

Fish
Barnsley.

Editor: No we can't.

● I am now the proud owner of a Sega games system. Tony T was right, it's pretty epic. I bought it here in Germany. As an introductory offer I also got *Hang On* and I bought *Top Soccer*. The graphics are superb. They make my 64's graphics look like the old TV tennis. There's also a good range of games available here. I compliment you on a superb mag, that arrives about two weeks before the beginning of each month, unlike Commodore User that's usually about two weeks late.

Anyone thinking of buying the Sega System it's well worth it. Although games are a bit pricey, for what you get it's excellent value, unlike some of the garbage some computer software houses turn out.

A M Barnes
BFPO 32

Editor: Thanks for the kind words. *Commodore User* is usually about two weeks late with everything — news, reviews, features. I'm sorry. That was a nasty thing to say. *Commode User* are our pals. Ho, ho, ho.

● The mission begins — full beam military laser rifle, check. Combat knife, check. Body armour, check. OK Spillane we're ready . . . getting C+ VG is no joke in this part of England.

The sweetie shop (newsagents to you) on the corner is lucky to get one copy of your magazine on its shelves each month. . . ok, we're on our way. Quick dash to the garage to get the military personnel carriers (bikes) and it's pedal full power down to the shop. Set up camp . . . it's the 14th of the month . . . 24hrs to stocking the shelves time. Movements in the bushes . . . it's a baby pushchair. Blow it away, Spillane. There's no going back now. Nothing will stop us from getting C+VG back to base. Now we wait.

Time passes.

Darkness falls and infra red vision is switched on. Good idea, Spillane. We'll sleep in shifts. Me first.

Time passes.

What! Where! Spillane! What do you mean you couldn't wake me up? Oh, I see the newsgaency man is here.

Time passes.

Spillane's active today. We'll stay awake now. It's 08.00 hour. Two hour to do. The paper boys, Spillane, we forgot the paper boys! You take the one with the big nose and I'll get the other.

One hour left and the situation is hotting up, Spillane's getting edgy. He's humming the tune from Warhawk.

One hour later.

He's late, Spillane, what . . . ok maybe he's a she . . . a car's pulling in to the back of the newsagent, one slender leg gets out. OK, Spillane, it was a she. Now Spillane, remember Ms Ravenflame, you're supposed to be dedicated to her. Now we'll move inside the shop. Here comes the newsagent. He's putting out the magazines. I was right, Spillane one copy. I'll get it, you get the money out. What no money, Spillane? Don't say you thought I had it. Right this is the last straw. Double shots ring out and Spillane falls dead to the floor. Whose fault was it? No one knew, no one cared. Any chance of sending round Big Red to stomp on the sweetie shop and maybe the Bug Hunters could clean up the mess. God, I hate that newsagent.

PS. TT is slightly naff. This could be because he is BLUE. Surely he don't really look that way.

Anon

Editor: Well, Anon, are you feeling better after that? Get it all off your chest, did we? Wouldn't it be easier just to ask your newsagent to simply order you a copy of C+VG like most sensible folk do? There are two theories why Tony T is blue. The first is that he went that colour after some irate C+VG reader tried to strangle him. The second is that he is not human and originally came from a distant planet. The latter is probably true.

● Upon reading the letters page in the July issue of your passable(!) rag, I was angry to see letters from two morons complaining about your Heavy Metal reviews. Contrary to what they may say, Metal is not outdated. It doesn't get the coverage of all this "teenybop" rubbish such as Mel and Kim, but groups such as Metallica, Maiden, Anthrax and Slayer have originality, stuff like Jack Mix II scores at least zilch puntos. The only thing which chart dross really scores heavily on is the old Naffometer!

Ignore those gormless jaffas and keep up your heavy metal reviews or else my old mate Eddie (of Maiden fame) will sort you lot out!! A final message to a fellow member of the T.L.F. "Battery" Powell. Treat me to a tinny for this.

An Angry Metallica fan (A.G.)
Norfolk

PS Tony T sucks.

Editor: Rumour has it that Tony T is an HM fan. Does that alter your opinion of him?

● To begin with, I've an extremely short message for Stephen Wood, Duncan Roper and anyone else who can't stand Tony Takoushi. Leave the dude alone. He's damn good and he's earned his column. (Sorry to take the subject into another month of unimportant tittle-tattle, but some people will insist on having a 2K memory, won't they?)

Richard "Iceman" Monks
South Humberside

Editor: Sorry, that's all we've got room for. How much is Tony paying you?

● My son recently spent his hard earned savings on *Enduro Racer* for our Amstrad 6128, having played the arcade version and seen the Spectrum version.

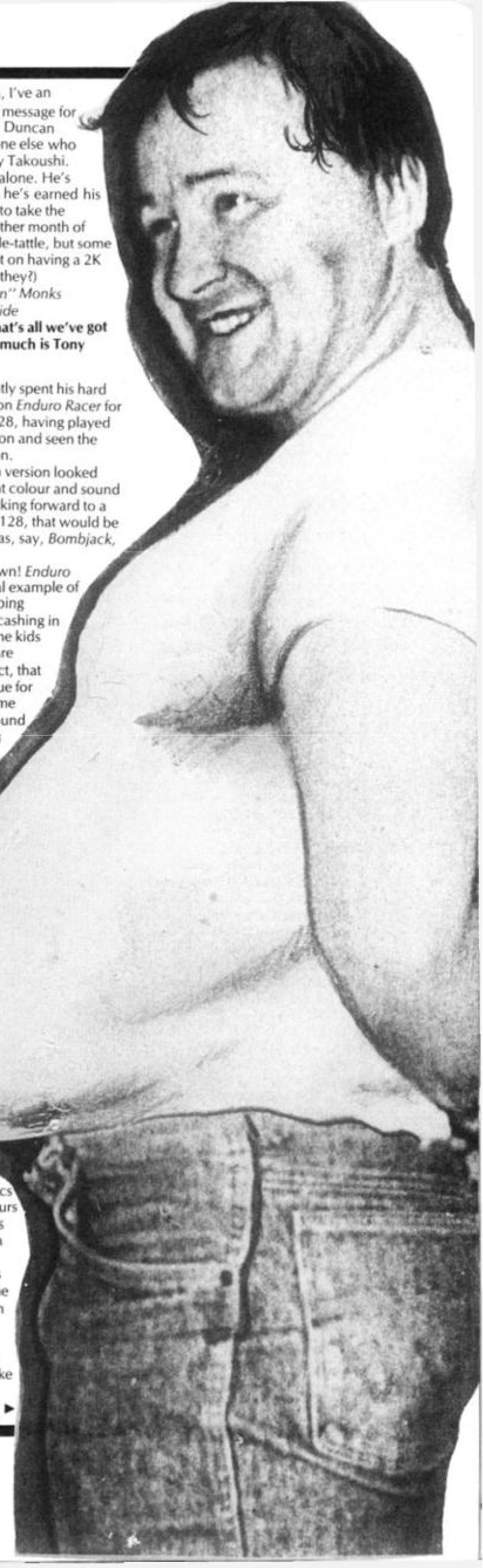
The Spectrum version looked like it had decent colour and sound but we were looking forward to a version on the 6128, that would be at least as good as, say, *Bombjack*, *1942* etc.

What a let down! *Enduro Racer* is a typical example of the money grabbing software house cashing in and exploiting the kids who think and are entitled to expect, that they will get value for money. This game has the worst sound I have heard on the 6128.

The screens remind me of old Spectrum games with jerky graphics and blurred colours and the biker has all the speed of a lethargic snail!

In short, if this is the best that the staff at Activision can do than I would strongly suggest that the management take

continued on page 120 ▶



Mailbag.

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the likes of Ocean, Elite etc and spend some of their ill-gotten gains on decent programs.

In future, in this house, Activision can poke their games right where it hurts!

Ron Sturt
Norfolk

Editor: That's it, Ron, say what you mean. Why don't people demand to see the game running before they buy? It would save a lot of heartache later. And it would really hit Activision where it hurts — in the wallet.

● I have a complaint, and the cause of this complaint has made me stop buying your publication. I hear you cry "What's the cause." I'll tell you — Jonathan Eggelton. This person has won a prize four times in your magazine. If you don't believe me I'll tell you they were — *Uridium, Xevious, Zoids and Centurions.* Who is this person — the Editor's son!

Martin Taylor
Hornchurch

Editor: Since you've stopped buying the mag, Martin, it's really pointless of me writing this reply, which you'll never read. Jonathan is an extremely talented artist who enters lots of our competitions. If you entered lots of competitions, Martin, you'd probably win too.

● The first point I would like to complain about is **Rock On.** It is utter trash! Secondly, in relation to Julian Tubbs' letter, I think the comic strips are very good and should be given more room.

Please restart the software chart as it will at least give us a rough idea of games popularity. What has happened to Melissa R? It seems that I.C. is shrinking.

Gauntlet on the Spectrum is disasterous. Why did you give it such a good review. It would be a good idea to publish C+VG weekly.

Stephen Mulcahy
Ireland

Editor: Hey, Wayne, this guy thinks *Rock On* is trash. No you can't stomp on him or hit him with your cardboard cut-out guitar. No taste, some people. Watch out for developments on the comic strip front, Stephen. IC is not shrinking and a lot is happening with Melissa Ravenflame but I'm too much of a gentleman to tell you.

● Mark Hula's letter prompted me to write. I agree that it is difficult to learn all you need to know about programming if you are on your own. And to get the people in-the-know to impart their knowledge can be even more difficult. But if Mark wants to write games there is a solution. However it depends on what Mark wants.

If he wants a nine to five type job in an office then if he approaches the software houses he may well be lucky. This does not suit everyone and many programmers like to work in their own homes and at their own pace.

About a couple of years ago I came to the point that many programmers reach. I didn't know enough about machine code and could not put my ideas intro practice using basic. I decided to place an advert asking people who wanted to write games to contact me. Although the replies did not come thick and fast I did have enough and I met Guilo Zicchi. Since our meeting Guilo has Armourdillo on the market and I have Battle for the C16 on the market. We are at present near completion of a game which has alredy been accepted by a company.

The point that I am making is that Mark does not have to be accepted by a software house to write games. Many companies only deal with freelance programmers anyway.

The idea is that you find people locally and build up a team. The ideal number is about three. Between you, you need the following.

1. An ideas person.
2. Two of you at least to be good programmers.
3. One who can do music and sound effects.
4. One who can do good graphics.

If between you you have the skills then you stand a good chance of getting a game on the market. Also the fact that it is all your own work is very satisfying. Of course you will have to split the money three ways but money is not everything. Far better if you can write a smash hit when perhaps the in house teams cannot.

Finally, I don't profess to be a great programmer or an authority on the best approach to selling and writing games. This is merely the way in which I have started what will hopefully be a lifetime of programming. I hope this may be of help to others.

Ken Smith
London.

Editor: That says it all.

● I think C+VG is great. I've been buying your mag for three years and never get bored with it, not like other computer mags. What really annoys me is the way they copy your ideas. You can bet your life that something in C+VG will turn up four weeks later in *Sinclair User* or *Crash.*

Mark Wighton,

Editor: They say imitation is the sincerest form of flattery, Mark. We try our best to stay out in front of the rest. And with the plans we've got for C+VG, you ain't seen nothing yet. Our new battle cry is Forward into the Future.

● It's about time somebody complained about your letters page . . . so here goes!!

Every month you seem to have a different character — I mean who the ____ is this Conan the Librarian chap? Big Red was bad enough.

C'mon do you thing your readers are absolute cretins?

Why can't you have a decent letters page like Commodore User? (which in all other respects is an inferior mage to C+VG) They seem to get really good letters which stimulate interesting arguments about things that really matter — racism, sexism, politics etc. and the replies are witty and thought provoking.

I am really into computer games — I buy at least two a month — but I'm also into important issues. So don't think that a pathetic reply from Conan or Big Red is going to impress me.

Pull your socks up, C+VG.

By the way I really like the ST and Amiga coverage you've been doing, but no one seems to advertise games for them. Any suggestions?

Yours in hope that I won't get a crass reply from an inane lump of metal, or drunken lard!

Graham Mackintosh
Gwent

Editor: Conan and Big red are pals of mine so watch you lip, buster. If anybody really is interested in the subjects you mention then they will write in. Sorry this reply is low on wit but you've no idea what a tough life I lead . . .

● I've just finished reading your Comix feature in the July issue. I really loved it. Let's have more. Comics aren't just for kids, you know. Every country except Britain's seems to have a thriving market for great adult comics. I've been collecting for a few years now and have got some real goodies. Have you seen any French comics? They really are something else. Who is this Philip Morton guy anyway and where have you been hiding him?

James Medcalfe,
Oxford.

Editor: Glad you liked the Comix stuff, James. Philip will be writing a regular column in C+VG from now on. He has a massive collection of comics from all over the world and over the years has built an expert knowledge. We've had him locked in a basement for months now just waiting for the right moment to launch him on our unsuspecting readers.

● This will be my fourth letter to your magazine. I wrote the first time thinking that my letter would be printed, was it? NO! Why not! I will stay calm . . . Now on we go, I wrote in my last letter on the lack of Atari reviews (8-bit). Review more Atari software! I own an Atari 800XL and am proud to be an Atari owner, but from the old 8-bit of today the shiny new 16-bit swoops in and has me hooked. I am of course talking about the Atari ST range and will soon be a proud owner of a 520 ST-FM. You did a pretty good Atari spectacular and was wondering if you will be doing another one in the future?

Editor: Of course.

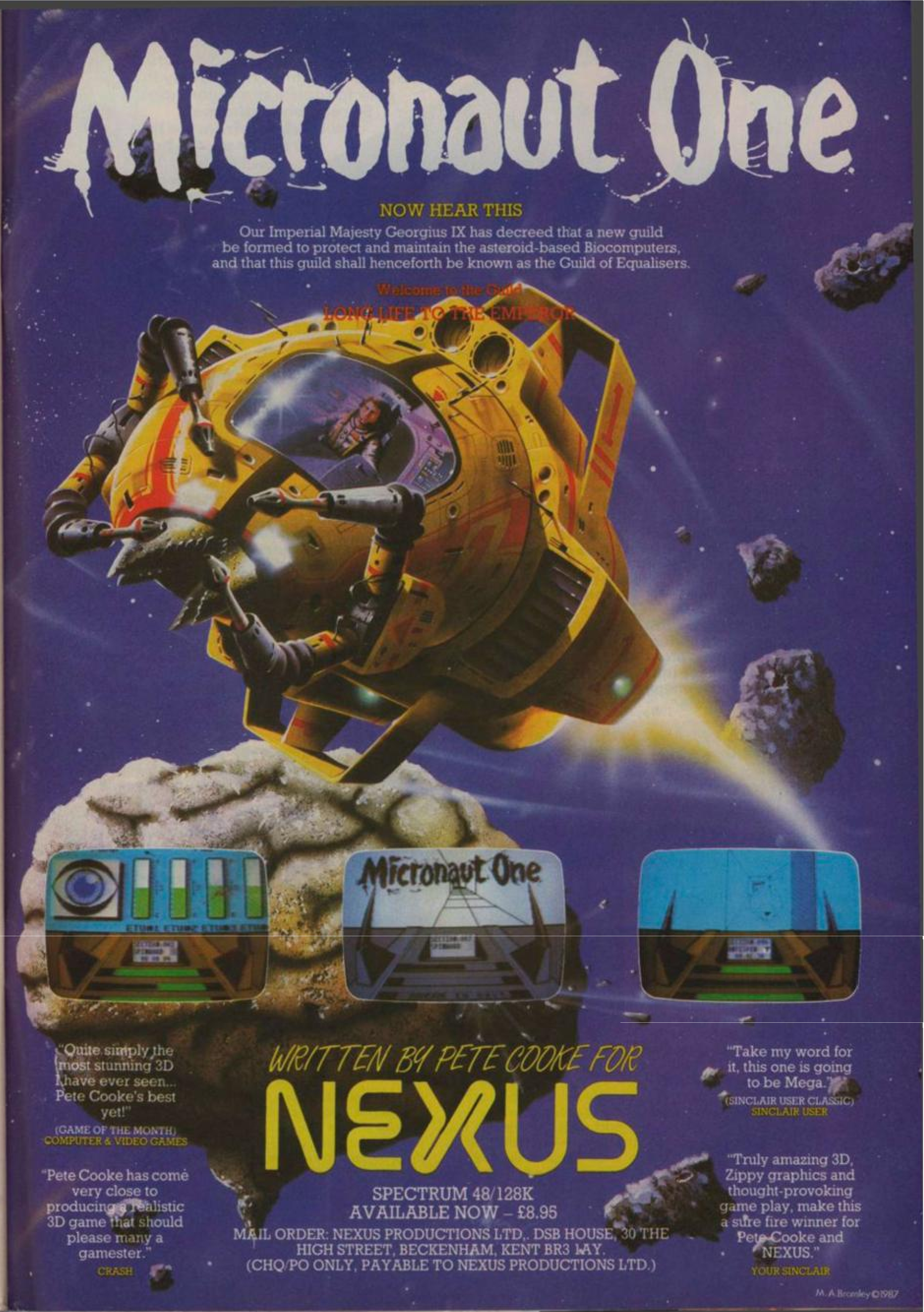
Micronaut One

NOW HEAR THIS

Our Imperial Majesty Georgius IX has decreed that a new guild be formed to protect and maintain the asteroid-based Biocomputers, and that this guild shall henceforth be known as the Guild of Equalisers.

Welcome to the Guild

LONG LIFE TO THE EMPEROR



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Hot Gossip

C+VG's Hot Gossiper

Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag. So read on for the man who shoots from the lip at the good, the bad and the ugly in the software world.

There have been times when I have wanted to heave the contents of my stomach (believe me is it substantial) over my television, such is my frstration and anger at the morons who present so-called TV computer shows.

To date the nearest offerings have been Microlive ("this is a BBC computer and nothing else exists on the plant earth"), Database (an appallingly thin attempt to cover the whole scene) and the Channel Four computer show which died an abrupt death.

If you stop and think about it there must be the best part of a million home cumputers in the UK.

WHO CATERS FOR HOME MICRO OWNERS? WHO SHOWS YOU THE LATEST SOFTWARE? WHO DISCUSSES THE LATEST TECHNOLOGY? WHO SHOWS YOU THE LATEST ARCADE GAMES?

It is so PATHETIC — such a large interest is being ignored to any real degree.

This isn't me ranting (again) without proof, I have been on the receiving end of phone calls from researchers at Thames (to name one) and PR companies who pick my brain on the market, machines and competitors. YET these are the people who are producing the TV shows and selling the products into the markets. Isn't it crazy?

The best chance to get an exciting and informed show is to let the TV companies know YOU want to see a home micro show. So get your finger out and drop them a line TELLING them what you want to see.

Do not just sit there and think, 'Yes he has got a point' then swan off and forget all about it! Write to Channel Four/Thames or your local TV station and bring the point home.

Whatever YOU are doing, STOP IT!

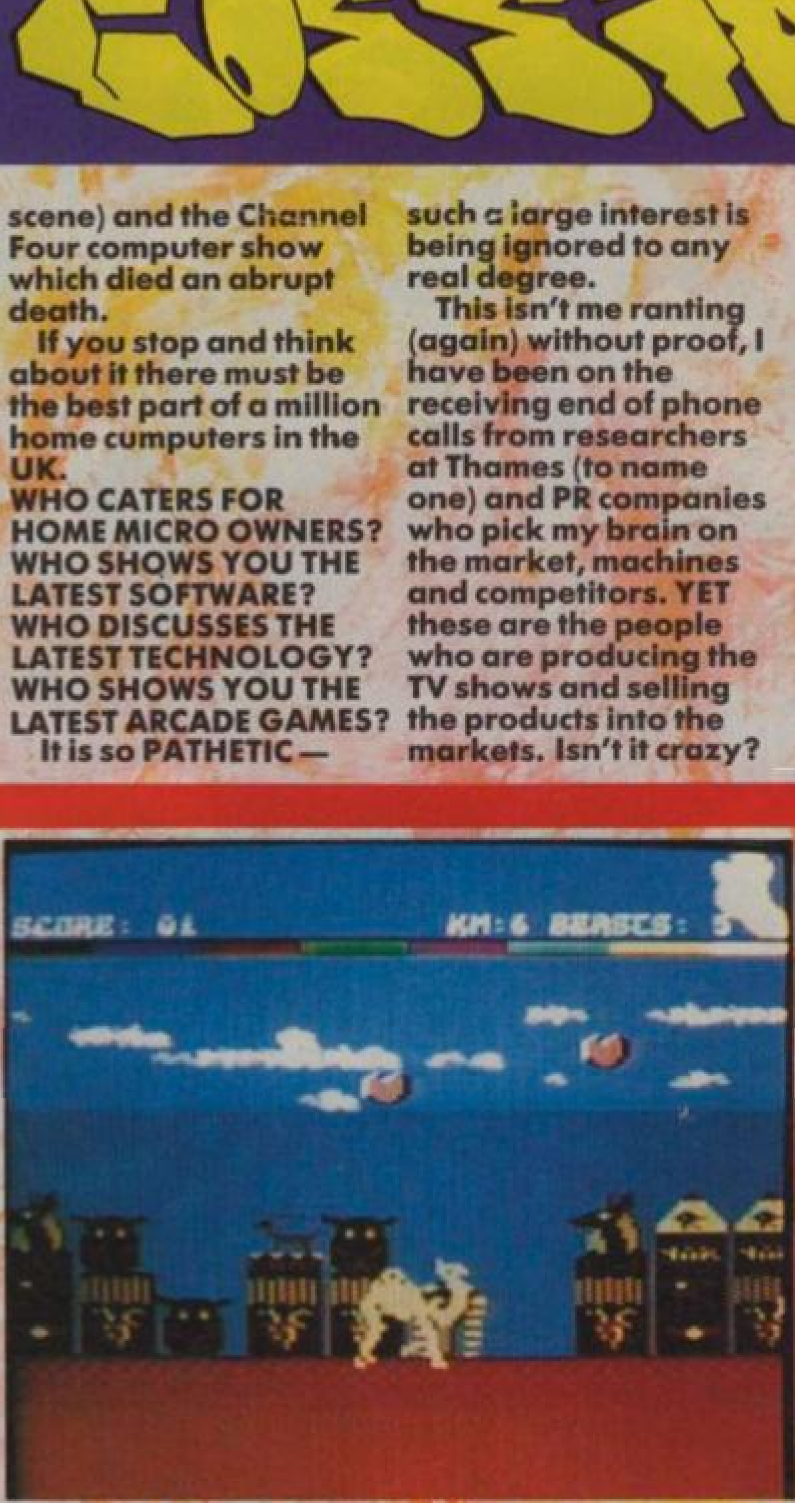
I have been waggling away at the latest Jeff Minter C64 game, *Revenge of the Mutant Camels Two*. No prizes for guessing that it is a sequel to his first great hit *Revenge of the Mutant Camels.*

The theme is a tried and tested one, shoot things that move.

You control a camel which has to cross a hundred zones, and each zone has a set distance and its own very personal type of alien just waiting to lunge at your swishing tail.

This game is a real extension of the original, with better graphics, sounds, fast death dealing aliens and a mix of strategy by including weapon purchases.

The title page has a camel strolling along to a rather soothing traditional Peruvian tune (arranged by Ben Dalglish). On entry to the game your camel has seven kms to cover and a set amount of energy which goes down with each alien attack on you. The camel can walk across the screen, leap into the air and sit whilst spewing out bullets and bombs.



There is a phased ground scroll and a detailed multi-colour backdrop.

When the distance counter hits zero you are then faced with a ten by ten map and a shopping list of armaments.

The weapons available are Shield Factor one, Shield Factor two, Yo-Yo bullets (I like these, they chase aliens around the screen to destroy them, that is my kinda bullet!!!), Reset energy to max and an extra beasty life. These all cost credits and when you buy one its price is increased so buy wisely and do not waste credits.

Some of the original attack waves are in there again (only better) and your ability to access a wave is limited by a 'door selection' type system. You can only go into a wave that is next to you on the grid map.

This game had me hooked, the futher I went into it the less I wanted to put it down. Some waves are wicked and some are easy so a map is in order.

Revenge Two is not a game for those with weak bladders — it flies along at a fantastic speed and you have to try and keep cool and take in what is coming at you and from where.

It should be available in late July on the MAD label from Mastertronic.

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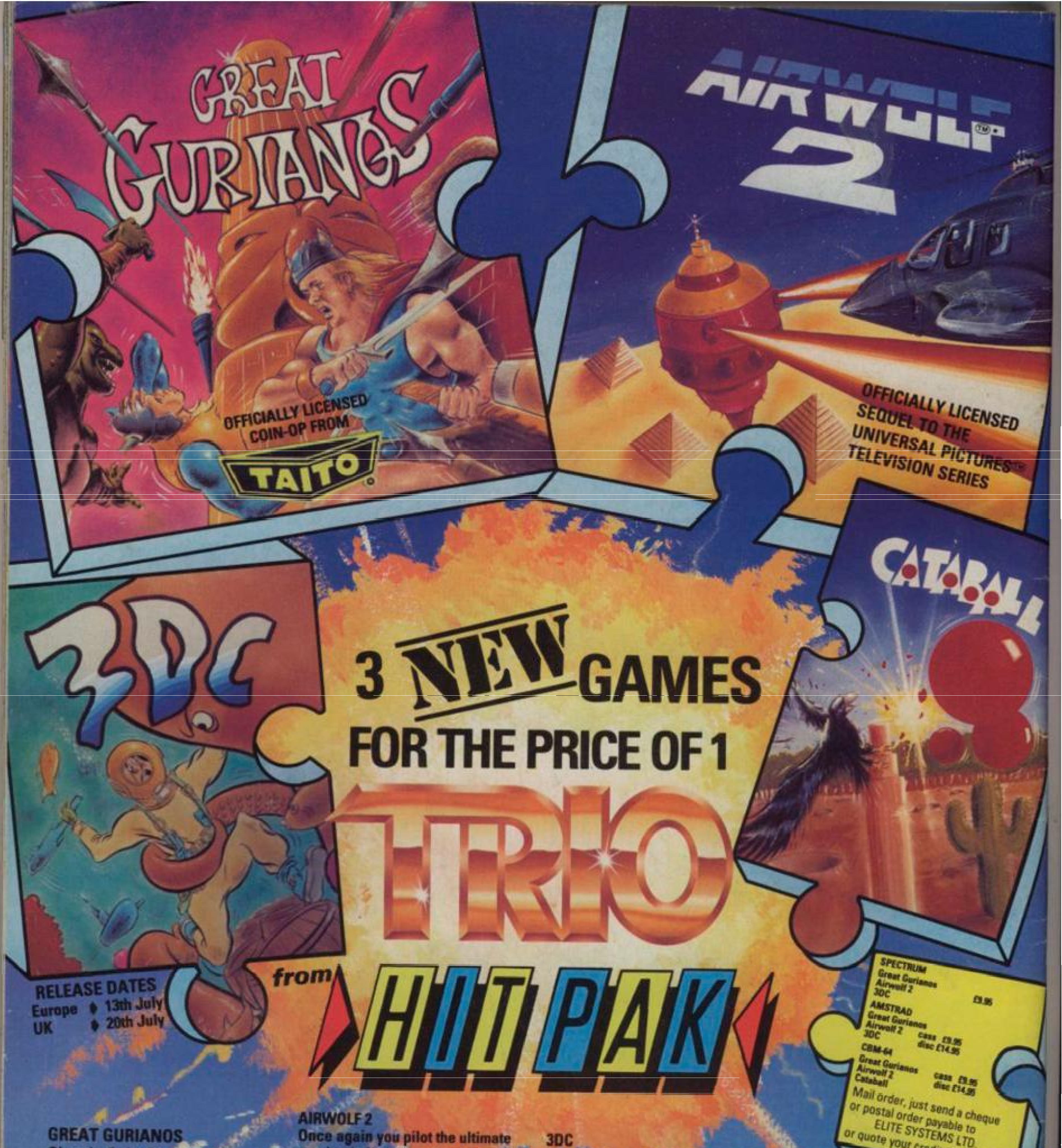
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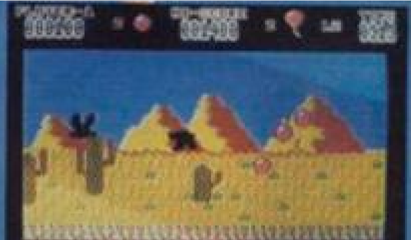

Screenshots are taken from various computer formats.

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